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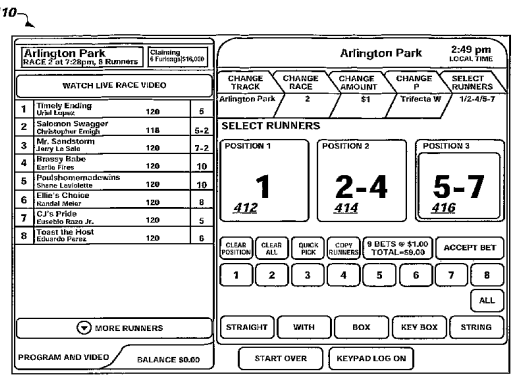
(54) Title: METHODS AND SYSTEMS FOR PRESENTING PARI-MUTUEL BETTING OPTIONS AND CONSTRUCTING WAGERS



(57) Abstract: Methods of pari-mutuel wagering are disclosed. In one method, patrons select runners, and betting options are presented. In another method, one wager is placed and other wagers are presented, wherein additional wagers may include a runner of the first wager. Another method allows patrons to wager on a runner, wherein an area representing the runner is marked. In another method, a portion of a wager is selected and a portion of the wager is suggested by the betting interface. In another method, patrons may construct wager(s) for races, or specify criteria for those wagers. In another method, runners are displayed in a table and patrons may select or deselect runner combinations by selecting cells of the table. Methods allowing an organization to set rules for display of a gaming activity, and where players make subscription and programmed bets are described. In another embodiment, patrons select a graphic area for placement of runners in a position of a wager. In another method, a patron has an opportunity to copy a runner of one position to another position of a wager. Another method provides a patron an opportunity to sort runners of a gaming activity. In a further method, a patron places a multi-position pari-mutuel wager by selecting an area of a display element. Systems for performing the methods are also disclosed.

WO 2005/057339 A2

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METHODS AND SYSTEMS FOR PRESENTING PARI-MUTUEL BETTING OPTIONS AND CONSTRUCTING WAGERS

TECHNICAL FIELD

The invention relates generally to the field of gaming and, more particularly, to pari-mutuel betting methods, pari-mutuel gaming systems and electronic betting interfaces.

BACKGROUND

Field of the Invention: The invention relates generally to the field of gaming and, more particularly, to pari-mutuel betting methods, pari-mutuel gaming systems and electronic betting interfaces.

State of the Art: Pari-mutuel betting is a system of cooperative wagering where the holders of winning tickets divide the total amount of money bet on a pool of a race or other competitive event, after deductions for taxes and operator expenses are taken out of the pool. In pari-mutuel betting, the payoff odds are determined by the amount of money wagered and the amount of successful wagers. For instance, if the majority of money is wagered on the eventual winner, the payoff odds are lower since the winners split the pool. There can be multiple pools for any given wagering event. For example, a racing track may offer win, place, show, exacta, and trifecta pool wagers on each race. Each pool has different criteria for winning the money bet into it, and the expected payoff or "price" of the wager is typically greater with certain types of wagers that have few successful wagers, like trifecta, than with wagers for which there are frequently a lot of winners, like show pools. Pari-mutuel betting is typically offered at horseracing tracks, but it is also used at other types of racing tracks including greyhound tracks, as well as jai alai games.

Although pari-mutuel betting has been around for many years, the number of players or patrons participating in pari-mutuel betting has declined. One reason for the decline is the lack of new, and younger, participants in pari-mutuel gaming. The younger generation typically likes fast paced and exciting gaming activities and, when participants go to a track, the races on which the pari-mutuel bets are placed may only take place at certain intervals. Thus, if participants are only able to place a bet and see the race every half hour or so, the participants may lose interest.

One attempt to attract more participants to pari-mutuel betting is simulcasting. In simulcasting, races from multiple race tracks are broadcast at a betting facility, whereat participants are able to place bets on races occurring at the various race tracks. In this manner, the participants are able to place more bets and increase the entertainment value of the gaming experience for a given period of time.

Another barrier to recruiting new patrons is their relative disadvantage when competing with bettors who are adept at assessing or "handicapping" race participants. The handicapping process is a selection process developed by more experienced and sophisticated players that evaluates different factors of the race competitors and is used to influence the bet selections of these players. Learning the handicapping process of pari-mutuel betting can often be intimidating for new players. The acquisition of knowledge in handicapping and correct wager selection is time-consuming and, therefore, creates a barrier to participation for many new players.

Another important reason for constrained growth in pari-mutuel wagering is the complexity of placing wagers. Bettors can choose from a large number of available betting pools. These pools can cover a single race or multiple races. Single race pools include Win, Place, Show, Exacta (AKA Perfecta), Quinella, Trifecta (AKA Triple), and Superfecta. Multiple race pools include Daily Double, Pick 3, Pick 4, Pick 6, Quinella Double, Twin Trifecta, and Tri-super. The fact that there are so many bets to learn can be daunting to novices.

Some pools, generally referred to as "exotics," such as exacta, trifecta, and superfecta can be especially confusing. These bets require the bettor to correctly predict the finish order of each relevant runner. For example, in an exacta wager, the bettor must specify which runner will cross the finish line first and which runner will cross second. Therefore, in addition to selecting the pool and runners, bettors must determine which runners they would like to bet on for each position (for single race pools) or leg (for multiple race pools). Over time, a number of shortcuts have been developed to make it easier for bettors to cover their desired runners in each position. The totalisator industry refers to these shortcuts as "bet modifiers." There are four commonly used bet modifiers; "box" -- in which the selected participants or runners are placed in all finish positions and/or legs, "wheel" -- in which all participants are placed in a specified position and/or legs, "part wheel" - in which multiple participants

(but not all) are placed in a specified position or leg and "key" - in which a single runner is specified in the first position or leg and other specified runners are automatically placed in all of the remaining positions or legs. Bet modifiers, while helpful shortcuts to experienced bettors, present yet another level of complexity for novice bettors.

Currently, there are essentially three mediums available for placing wagers: oral, printed bet slip, and electronic interface. The most traditional medium is the oral bet. In this medium, the patron makes his or her wager to a teller, who enters the wager into a computer terminal. Another common medium, especially popular outside of the United States, is for the bettor to complete a printed bet slip and input the slip into a computer or betting terminal. The third medium, the electronic interface, has grown in popularity over the past several years. "Self-service" terminals have been developed that allow a patron to enter his or her wager without a teller intermediary by selecting various interface areas on a computer touchscreen. In addition, patrons can use Internet betting sites or touch tone telephones to proceed through the betting process. The betting machines may be employed at racetracks, at offtrack betting sites (OTBs) and may be interfaced with other media such as the Internet. In both teller-operated and self-serve betting, the bet entry process is essentially linear. While the patron may be able to change a portion of his wager, the practice of data entry through electronic interfaces has been as follows: track name, race number, wager amount, pool/bet modifier, and runner selected. This sequence of data entry can often be cumbersome since pool types are selected prior to the selection of runners and this data entry sequence generally requires that a patron know which pool(s) he or she wishes to place wagers on prior to beginning the process of placing a wager. In addition, this sequence generally requires that a patron restate (to a teller), remark (on a bet slip), or reselect (on a touchscreen providing an electronic interface) desired runners for each of the pools on which he or she desires to wager. The requirement for reselecting runners exists even when placing multiple wagers (win, exacta, trifecta) on the same runners in the same race. For example, a bettor wishing to place trifecta box and exacta box bets on the 1, 2, and 3 horses generally needs to place the trifecta bet, select the exacta pool and reselect the 1, 2 and 3 runners for the exacta wager. This process is cumbersome,

time-consuming and error-prone. In short, it provides another obstacle for increased participation in pari-mutuel wagering.

Three methods currently exist for placing wagers: single pool betting, multiple pool betting and multibet. The most common method for placing pari-mutuel wagers is single pool betting. In this method, the patron generally selects a track, race, wager amount, pool (win or place or show or exacta, or trifecta, etc.), optionally a pool modifier such as "box" or "wheel" (in some cases the patron may select the pool and modifier simultaneously by pressing an "exacta box" button, for example) and runners. In single pool betting, a patron who wants to place multiple wagers on a single race must reselect runners for each pool on which he or she desires to wager. Single pool betting is generally accomplished orally at teller-operated terminals, by bet slips fed into staffed terminals, or through electronic interfaces of self-serve terminals and computers. FIG. 1 illustrates a conventional ticket for pari-mutuel betting that includes four wagers, a Quinella, a Win, a Place and a Trifecta. For the patron to place the 1/6 Quinella bet and the 1/6/3 Trifecta bet, the patron must reselect the runners, regardless of the order in which the wagers were entered.

The second most common method of placing pari-mutuel wagers is multiple pool betting. In this method, the patron selects a wager amount, for example $2.00, a multiple wager pool, most commonly Win, Place and Show, and the desired runners. This method allows for rapid entry of multiple wagers of the same value on the same runners. However, multiple pool betting has limitations as it lacks flexibility in that, if the bettor wanted a $4 win bet and $2 place and show bets, he or she could not use this method and would have to enter the wagers by the single pool method. Multiple pool betting can be accomplished orally through teller-operated terminals, using bet slips or through electronic interfaces of self-service terminals and computers. A much less popular method for placing wagers is "MultiBet" currently offered by Playboy Racing USA of Grantville, Pennsylvania. The MultiBet is essentially a single pool bet with the option of accepting runner selections for up to sixteen runners in up to six positions, or legs, regardless of the actual number of runners and pools available. To place wagers into multiple pools, the patron selects each pool type, re-enters a wager amount and adds the wager to the cue for later submission by the patron. Playboy Racing describes MultiBet as follows: "MultiBet is a facility that makes placing bets over the Internet

even faster and easier. It does this by allowing you to create a batch of bets over multiple tracks, races and bet types. This batch of bets is then submitted for processing, and all bets are processed in one transaction instead of one at a time." MultiBet is very similar to an electronic form of the printed bet slip, a copy of which is shown as FIG. 34. Referring now to FIG. 3, there is shown a screen illustrating a betting process used by Amtote Systems, Inc. of Hunt Valley, Maryland. FIG. 4 illustrates a screen showing a betting process used by Autotote Systems, Inc. of New York, New York. FIG. 5 depicts a screen illustrating another betting process utilized by United Tote Company of Glen Rock, Pennsylvania, assignee of the present invention. A betting process offered by Youbet.com, Inc. of Woodland Hills, California is illustrated in FIG. 6, and another betting process provided by TVG Network of Beaverton, Oregon is depicted in FIG. 7. Playboy Racing USA of Grantville, Pennsylvania offers the betting process as illustrated in FIG. 8. The various screens illustrate attempts of known methods to implement pari-mutuel wager options on electronic interfaces. FIG. 9 comprises a flowchart of the pari-mutuel gaming activity offered by the screen of FIG. 8.

In other attempts to make pari-mutuel wagering easier, a wager amount and a "Quick Pick" have been developed. The Quick Pick selection allows patrons to place a wager without making a conscious bet selection that takes into account all aspects of the wager or without having to navigate through all of the various betting menus. Quick Pick selections may be made by selecting a pool and runners, or the patron may select the pool and the Quick Pick selects the runners. The Quick Pick selections are always random, and usually the same actions and decisions are required by the patron whether the Quick Pick selection is offered at a teller-operated terminal or a self-service terminal. FIG. 10 illustrates a betting interface provided by Autotote Systems, Inc. of New York, New York that offers a Quick Pick selection. The betting interface of FIG. 10 only allows Quick Picks on the runner selection screen by pressing the button labeled "Qpk."

FIG. 11 illustrates another betting interface provided by Amtote Systems, Inc. of Hunt Valley, Maryland that offers a Quick Pick selection. However, the betting interface of FIG. 11 only offers the Quick Picks on the runner selection screen. FIGS. 12 and 13 depict Quick Pick selections offered by United Tote Company of

Glen Rock, Pennsylvania on both the pool screen and the runner screen by pressing the "Quick" and "Qck" buttons, respectively. Internet betting sites typically do not offer Quick Picks.

Although Quick Picks are the most streamlined methods for placing wagers currently available, patrons or tellers must press multiple buttons or keys to place a Quick Pick pari-mutuel wager. Further, the Quick Picks require the patron to make multiple selections or button presses in order to place a wager at a self-service betting terminal. For instance, for a patron or teller to place a Quick Pick on his or her initial wagering attempt using a betting terminal offered by United Tote as depicted in FIG. 12 or 13, a patron needs to select 1) the track, 2) the race, 3) an amount of the wager, and 4) the Quick Pick pool and runner(s) at random. Thus, at least four selections are required. To place a Quick Pick using a betting terminal offered by Autotote or Amtote as respectively depicted in FIG. 10 or FIG. 11, respectively, a patron must select 1) the track and race, 2) an amount of the wager, 3) a pool, and 4) Quick Pick runner(s) at random. Thus, at least four selections are also required.

When patrons place multi-positional (for example trifecta) or multi-leg (for example Pick 6) pari-mutuel wagers, the patron typically selects runners for positions using one of two methods. In the first, more common method, the patron selects runners for the first position or leg, and then for the second position or leg, and so on until runners are chosen for each position or leg. Screens configured to allow patrons to select runners using this method are depicted in FIGS. 14 and 15. A second method, depicted in FIG. 16 is mainly used on Internet betting web sites. In the second method, the patron is presented with a field of runners and two or more positions in which the patron can place a runner. However, the patron must select each runner individually.

In the electronic pari-mutuel gaming industry, the interface screens of existing betting websites and electronic pari-mutuel betting terminals display the track, race, amount of wager and pool options with equal prominence when offering the pari-mutuel gaming activities. Tracks can currently add their graphics to the interface screen. Further, at racetracks and OTBs, only one method is used to prioritize betting options. Although the organizations running the pari-mutuel activities at the racetracks and OTBs may request that the tracks be listed in a specified order, the individual races, pools and wager amounts typically appear identically on the screen of the

interface. By presenting betting options in this manner, there is little opportunity for the organizations to channel betting to desired tracks, races, pools and amounts. While the tracks do use prominence of video signals and special promotions, such as awarding double club points for betting on the live track, the existing methods do not influence the presentation of betting options. Tracks can presently make changes in the tote system that control the order in which tracks are listed, the pools available (and possibly pool listing order). Further, the existing methods are neutral from a patron's standpoint since the user interface does not react to organization priorities in any way, except that previously run races are dropped from the available race list. The user interfaces are substantially the same on Internet betting sites, with the exception that some hyperlinks may display the next several races in order to aid the user.

Simulcasting has made a great deal more betting propositions available to patrons. Some bettors would like the ability to set rules for placing wagers and automatically place those wagers. In addition, some bettors would like to extend the application of their rule beyond the current betting session - perhaps on pools running the next week or even the next month. The pari-mutuel industry does not currently allow bettors to set rules for placement of wager on races currently open for betting or on future races not currently open for betting. In pari-mutuel betting, the ability to place wagers for future races requires 1) that the totalisator system is set up to take wagers and 2) that the wagers are purchased at the time the order is placed. There is currently no facility for placing wagers on races and pools that are not set up in the totalisator system, and/or are not funded at the time the order is placed. Therefore, there is no ability for a patron to create rules for future placement of wagers automatically because wagers are officially recorded and, when applicable, tickets are printed only when the wagers are made.

DISCLOSURE OF THE INVENTION

The present invention, in its various exemplary embodiments, includes pari-mutuel wagering methods and systems that make it easier for patrons of a pari-mutuel gaming establishment to place a pari-mutuel wager or multiple pari-mutuel wagers. Thus, the methods and systems help novice patrons feel more comfortable participating in the pari-mutuel gaming activities and enhance the ease and speed of

placement of pari-mutuel wagers. Thus, the pari-mutuel gaming establishments employing the pari-mutuel gaming methods and systems described herein offer reduced costs of operation, while increasing the amount of wagering or wager "handle," defined as the total amount of money bet on a race or over a period of time.

Two factors have been statistically proven to positively affect wagering handle, the number of runners in a race and carryover pools. One exemplary embodiment of the invention involves prominently displaying at least one or both of these two factors on the interface screen or display element. In the exemplary embodiment, the number of runners in a given race is indicated on the interface screen, wherein the information depicting the number of runners is presented on or near the graphic or indicia that the patron uses to select a particular race for wagering. For instance, the interface screen may be configured to display races with large runner fields, *i.e.*, races having a large number of runners, in addition to races with small runner fields, *i.e.*, races having a smaller number of runners, so that wagering on the races with the smaller runner field is not negatively affected. This could be accomplished by including the number of runners with a large runner field, *i.e.*, more than eight runners, and omitting the number of runners when the field is small. Furthermore, this exemplary embodiment includes displaying carryover amounts on pool (pick 4, pick 6, etc.) buttons on the interface screen when carryovers are present. This information attracts bettors and increases wagering.

In one exemplary embodiment, a method of conducting a pari-mutuel gaming activity is disclosed. The method includes displaying a list of runners in a race and providing patrons an opportunity to select at least one runner from the list of runners. In response to the patron selections, at least one pool of wager options that corresponds to the selected runners is displayed. Patrons are also provided with an opportunity to select at least one wager from the displayed pool of wager options.

In another exemplary embodiment, a system for conducting a pari-mutuel gaming activity is described. The system includes a display element for displaying information associated with the pari-mutuel gaming activity. The system also includes an input device for interacting with the at least one or more patrons and a computer configured with software. The software is operatively configured to enable the computer to conduct the pari-mutuel gaming activity, wherein patrons are provided

with an opportunity to select with an input device at least one runner from a list of runners in a race displayed on the display element. At least one pool of wager options corresponding to the patron selections is displayed in response to the patron runner selections, and patrons are provided with an opportunity to select with an input device at least one wager from the displayed pool of wager options.

In a further exemplary embodiment, a method of conducting a pari-mutuel gaming activity is disclosed. The method comprises providing one or more patrons an opportunity to place at least one first wager on a race, and in response to the wager(s) placed, an opportunity to place at least one second wager. The second wager may include at least one runner of the first wager, or may present another, different and unrelated wagering opportunity.

In an additional exemplary embodiment, a pari-mutuel gaming system configured for play of a pari-mutuel gaming activity is described. The gaming system includes a display element for displaying information associated with the pari-mutuel gaming activity and an input device for interacting with at least one patron. A computer of the gaming system is operatively configured with software. The software enables the computer to direct the gaming system to conduct the gaming activity wherein at least one patron is provided with an opportunity to place at least one first wager on a race displayed on the display element. In response to the first wager placed, patrons are subsequently presented with a second opportunity to place at least one second wager displayed on the display element. The second wager may include at least one runner of the first wager or some other wagering proposition.

A further exemplary embodiment discloses a method of conducting a pari-mutuel gaming activity wherein a list of at least one runner in a race is displayed. The patron is provided with an opportunity to place at least one wager on the at least one runner, and responsive to the wager(s) placed, an area of a display element of a betting terminal or other interface representing the at least one runner is marked.

Another pari-mutuel gaming system operatively configured to conduct a pari-mutuel gaming activity is described in yet another exemplary embodiment. The gaming system comprises a display element that displays information associated with the pari-mutuel gaming activity and an input device for interacting with at least one patron. A computer of the gaming system is operatively configured with software that

instructs the pari-mutuel gaming system to display a list of at least one runner in a race on the display element. Using an input device, one or more patrons are provided with an opportunity to place at least one wager on the at least one runner displayed on the display element, and an area representing the at least one runner is marked on the display element in response to the placed wager.

A further exemplary embodiment discloses an additional method of conducting a pari-mutuel gaming activity. The method includes selecting a portion of a wager on a race, wherein the selected portion of the wager is displayed to the patron. The patron is provided with an opportunity to place the wager by making a single selection, such as a Quick Pick.

In an additional exemplary embodiment, a pari-mutuel gaming system for conducting a pari-mutuel gaming activity is disclosed. The system includes an input device for interacting with at least one patron and a display element for displaying information associated with the pari-mutuel gaming activity. The system further includes a computer operatively configured with software that enables the computer to conduct the pari-mutuel gaming activity. In the pari-mutuel gaming activity, at least one portion of at least one wager on a race is selected by the software, and the selected portion of the wager is displayed on an area of the display element. One or more patrons are provided with an opportunity to place the at least one wager with the input device.

In yet a further exemplary embodiment, a method of conducting a pari-mutuel gaming activity including displaying at least one runner in a race in a table is disclosed. The table includes at least one column comprising the at least one runner and at least one row comprising the at least one runner. The at least one column and the at least one row intersect at at least one cell. At least one patron is provided with an opportunity to place at least one wager on the race by selecting the at least one cell.

In an additional exemplary embodiment, a system for conducting a pari-mutuel gaming activity is described. The system includes a display element for displaying information associated with a pari-mutuel gaming activity and an input device for interacting with at least one patron. A computer is operatively configured with software operatively configured to enable the computer to conduct the pari-mutuel gaming activity. In the pari-mutuel gaming activity, a table comprising at least one

runner is displayed on the display element, wherein the table includes at least one column having the at least one runner and at least one column having the at least one runner. The at least one column and the at least one row intersect at at least one cell, wherein the at least one patron is provided with an opportunity to place at least one wager by selecting the at least one cell with the input device.

A method of presenting a pari-mutuel gaming activity is encompassed by another exemplary embodiment. The method includes providing a menu having at least one variable element, wherein the at least one variable element corresponds to at least one area displayed on a display element. An organization conducting the pari-mutuel gaming activity is provided with an opportunity to modify the at least one variable element. In accordance with modifications made to the at least one variable element, the at least one area displayed on the display element is changed, wherein the change affects the relative prominence of betting proposition(s), tracks, races, pools, or wager amount(s) such that wagering in channeled to desired betting. In another embodiment, the organization may add their graphic to the betting interface, wherein the graphic includes a selectable area that may allow patrons to automatically select a track and race for a wager. Options may also be presented in conjunction with the graphic, wherein the options enable patrons to finish a wager. This embodiment may be useful for advertising Pick 6 carryovers and enable the track to channel betting.

In yet another additional exemplary embodiment, a system for presenting a pari-mutuel gaming activity is described. The system comprises a display element for displaying information associated with the pari-mutuel gaming activity, an input device for interacting with at least one patron, a computer operatively configured with software and a display for allowing an organization to view options for presenting the pari-mutuel gaming activity. The software is operatively configured to enable the computer to present a menu on the display, wherein the menu includes at least one variable element corresponding to at least one area displayed on the wager terminal. The organization is provided with an opportunity to modify the at least one variable element and in accordance with modifications made by the organization, the at least one area displayed on the display element is changed.

Another exemplary embodiment discloses a method of conducting a pari-mutuel gaming activity. The method includes providing at least one patron an

opportunity to designate at least one condition for the placement of at least one wager on at least one race. In response to the at least one condition occurring, the at least one wager is placed on the at least one race.

In an additional exemplary embodiment, a system for conducting a pari-mutuel gaming activity is presented. The system includes a display element for displaying play of the pari-mutuel gaming activity and an input device for interacting with at least one patron. The system also includes a computer operatively configured with software, wherein the software is configured to enable the computer to conduct the pari-mutuel gaming activity. In the pari-mutuel gaming activity, at least one patron is provided with an opportunity to designate at least one condition for the placement of at least one wager and in response to the at least one condition occurring, the at least one wager is placed on the at least one race.

In a further exemplary embodiment, another method and another system for conducting a pari-mutuel gaming activity are presented. The method includes providing patrons an opportunity to select an area on a display element and, responsive to patrons selecting the area, the patrons are allowed to place more than one multi-position or multi-leg wager. The placement of the more than one multi-position or multi-leg wager may be effectuated without reselecting a pool.

In another exemplary embodiment, another method and system of conducting a pari-mutuel gaming activity are disclosed. The method includes displaying at least one graphic area for presenting a position of a pari-mutuel area on a display element and providing at least one patron or teller an opportunity to select the at least one graphic area. The at least one patron or teller is also provided with an opportunity to place a runner of the pari-mutuel gaming activity in the position of the pari-mutuel wager. In response to the at least one patron or teller placing the runner, the runner in the position of the pari-mutuel wager is displayed in the at least one graphic area.

In yet an additional exemplary embodiment, a method of conducting a pari-mutuel gaming activity includes providing at least one patron or teller an opportunity to place a runner in a position of a pari-mutuel wager and displaying the placed runner of the position in a graphic area on a display element. The at least one patron or teller is further provided with an opportunity copy the placed runner of the position to another position of the pari-mutuel wager and the copied runner is displayed in another graphic

area associated with the another position of the pari-mutuel wager. A system for conducting this exemplary embodiment of the pari-mutuel gaming activity is further described.

In a further exemplary embodiment, another method and system of a pari-mutuel gaming activity is described. The method includes displaying a list of at least two runners in a pari-mutuel gaming activity on a display element. The method further includes providing at least one patron or teller an opportunity to sort an order of the list of the at least two runners.

In one other exemplary embodiment, a method of conducting a pari-mutuel gaming activity includes providing at least one patron or teller an opportunity to select an area of a display element and, responsive to the at least one patron or teller selecting the area on the display element, a multi-position wager is placed on behalf of the at least one patron. An amount of the multi-position wager is a minimum amount of a pool of the multi-position wager or the at least one patron or teller is provided with an opportunity to enter an amount of the multi-position wager. A system for conducting this exemplary embodiment is further disclosed.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a ticket representing a pari-mutuel wager placed by a patron as is known in the art;

FIG. 2 is a flowchart of a convention pari-mutuel betting activity;

FIGS. 3-8 represent screens for implementing known pari-mutuel gaming activities of the prior art;

FIG. 9 is a flowchart of the pari-mutuel gaming activity offered with the screen of FIG. 8;

FIGS. 10-17 represent screens for implementing known pari-mutuel gaming activities of the prior art;

FIG. 18 illustrates a screen of a gaming terminal configured with one embodiment of a positional betting activity;

FIG. 19 illustrates a flowchart for presenting patrons with a positional betting or runner-focused betting method;

FIG. 20 depicts another screen of another embodiment of the positional betting activity;

FIG. 21 is another screen of a further embodiment of the positional betting activity;

FIG. 22 illustrates a screen of a gaming terminal configured with a priority betting activity;

FIG. 23 depicts a screen of a betting interface configured with one embodiment of a bet upsell;

FIG. 24 is a flowchart for presenting patrons with an Add-A-Bet wagering method;

FIG. 25 is a screen depicting a gaming terminal displaying an indicated runner embodiment;

FIG. 26 illustrates a screen of an embodiment for presenting a complete intelligent quick pick wager;

FIG. 27 depicts a screen offering an intelligent quick pick based on handicapping personalities;

FIG. 28 is a screen depicting a partial pick embodiment of a quick pick;

FIG. 29 illustrates a screen providing one embodiment of a one action quick pick bet;

FIG. 30 depicts a screen of a gaming terminal presenting a table of one embodiment of an intersection betting and review activity;

FIG. 31 is a screen of a gaming terminal implementing one embodiment of a rules-based method displayed to a patron;

FIG. 32 illustrates one embodiment of a screen of a menu of rules presented to an organization controlling the gaming terminal of FIG. 31;

FIG. 33 is a schematic of a wagering system and network which may be used in accordance with the pari-mutuel gaming activities described herein;

FIG. 34 is a copy of a printed bet slip;

FIG. 35 depicts a screen of one embodiment of a gaming terminal displaying implementation of a bet by box method for allowing a patron to place a pari-mutuel wager;

FIG. 36 is a screen of another embodiment of a gaming terminal displaying another implementation of the bet by box method for allowing the patron to place the pari-mutuel wager;

FIG. 37 illustrates one embodiment of a screen implementing a copy runners method of presenting a pari-mutuel wager;

FIG. 38 depicts another embodiment screen displaying another embodiment of the copy runners method of presenting a pari-mutuel wager;

FIG. 39 depicts one embodiment of a screen showing pool hot buttons that enable a patron to place a pari-mutuel wager;

FIG. 40 is a screen of one embodiment of a gaming terminal showing a dynamic runner sorting method allowing a patron to view a pari-mutuel gaming activity; and

FIG. 41 illustrates another screen of a gaming terminal of another embodiment of the dynamic runner sorting method.

BEST MODE(S) FOR CARRYING OUT THE INVENTION

Generally, the present invention includes new and enhanced methods of providing and conducting pari-mutuel gaming activities, and pari-mutuel gaming systems and gaming terminals and other electronic interfaces configured for play of the pari-mutuel gaming activities. While the present invention is described in terms of certain exemplary embodiments, the specific details of these exemplary embodiments are set forth in order to provide a thorough understanding of the present invention. It will be apparent, however, that the present invention may be practiced in various combinations and modifications of the exemplary embodiments presented herein.

Two factors have been statistically proven to positively affect wagering handle, the number of runners in a race and carryover pools. Thus, the invention involves prominently displaying at least one or both of these two factors on the interface screen or display element. The number of runners in a given race is indicated on the interface screen, wherein the information depicting the number of runners is presented on or near the graphic or indicia that the patron uses to select a particular race for wagering. For instance, the interface screen may be configured to display races with large runner fields, *i.e.*, races having a large number of runners, in addition to races with small

runner fields, *i.e.*, races having a smaller number of runners, so that wagering on the races with the smaller runner field is not negatively affected. This could be accomplished by including the number of runners with a large runner field, *i.e.*, more than eight runners, and omitting the number of runners when the field is small. Furthermore, the invention includes displaying carryover amounts on pool (pick 4, pick 6, etc.) buttons on the interface screen when carryovers are present. This information attracts bettors and increases wagering.

The exemplary embodiments described herein may be implemented on pari-mutuel gaming systems including online wagering systems and betting, or wagering terminals (such terminal including any suitable electronic interface) located at pari-mutuel gaming establishments, including, but not limited to, thoroughbred horse tracks, harnessed horse tracks, car tracks, greyhound racetracks, jai alai frontons and OTB facilities. The pari-mutuel wagering systems are also referred to as "tote systems" and include wagering terminals, a computer server having computers and peripherals, software configured to conduct the pari-mutuel gaming activities, tote boards, and other displays and video generation equipment. The pari-mutuel gaming systems process wagers, calculate and display odds, probables (the estimated payoff odds at post time) and payoff information, and the wagering terminals perform the functions of selling and cashing betting tickets, displaying odds and probables as well as managing accounts set up by players.

As described herein, reference will be made to runners participating in a race. As known in pari-mutuel wagering, wagers are also made on games of jai alai and on other sporting events. Thus, as described herein, the reference to a "runner" also includes a participant, such as a player or a team, in a game of jai alai or another sporting event and the reference to a "race" will also include a game of jai alai or other sporting event. In jai alai, the participants or team score points, and the first participant to score a specified number of points wins. Thus, the jai alai participants "race" to be the first participant to score the specified number of points, and participants are placed based on the number of points scored, in a manner similar to runners placing in a race. The pari-mutuel gaming activities described herein may also be used for wagers placed on the prices of commodities, wagers made on the stock market (indices, stocks, funds, etc.) and trends and futures associated therewith, wagers made on currency exchange

rates and futures wagers made on any type of race or other event or trend on which wagers may be placed.

The pari-mutuel gaming activities described herein may be implemented by configuring software and hardware of the pari-mutuel gaming systems to display, present and offer the pari-mutuel gaming activities to patrons of the pari-mutuel gaming establishments. The gaming activities are presented or displayed to the patrons, who will also be referred to herein as players, with wagering terminals that include self-service terminals located onsite (*i.e.*, hard-wired or portable devices), offsite betting devices (*i.e.*, located at OTBs, accessed by the Internet, cell phones, PDAs) or to teller-operated terminals. The gaming activities may be presented on any electronic device that is configured to visually display or otherwise convey information associated with the pari-mutuel gaming activity, accept input from a patron, and communicate with a pari-mutuel gaming system, such as with the Internet, phone lines, or with radio waves. The electronic devices include, without limitation, personal digital assistants (PDAs), remote terminals and cell phones. As known in the art, terminals may include a display element for displaying information related to the pari-mutuel gaming activity to the player at the self-service terminal or the teller at the teller-operated terminal. The display element may comprise any type of device for displaying electronic data including for example a computer monitor, a cathode ray tube (CRT) monitor, a liquid crystal display (LCD) monitor, a light-emitting diode (LED) screen, a television monitor, a touch-sensitive screen, a plasma monitor, a projection monitor, a heads-up display, or a holographic display. The terminals also include an input device that allows the player or the teller to input wagers made by the players. The input device may be a keypad or keyboard having keys or buttons, a touch screen, an overlying touch screen, a light pen, a mouse, a touchpad, a trackball, a voice recognition device or any other known input device associated with electronic devices. The exemplary embodiments described herein may also be implemented on electronic interfaces in other media including the Internet.

Runner-Focused Betting

In one exemplary embodiment, a pari-mutuel gaming activity referred to herein as positional betting allows patrons to simultaneously select runners for focus (*i.e.*, a

runner for which a patron wants to review betting options), select positions of the runners in which the patrons want to review betting options, and review multiple, severable pool betting options for the selected runners, thus, allowing the patrons to place wagers on selected runners across multiple pools. Referring to FIG. 18, there is illustrated generally at 10 a display element, such as a screen, for conducting a positional betting activity. The screen 10 displays a list of runners of an upcoming race and different betting combinations including the runners to a patron, wherein the patron selects the runner using radio buttons 12, or another input device. The betting combination options are presented to the patron on the right half of the screen 10. The right half of the screen 10 includes tabs 14 for each of the major betting pools including for example and without limitation, Win, Place and Show (WPS), Exacta, Trifecta, Superfecta, and Pick 6. The various wager amounts are also presented on activatable buttons 16. To view a variety of Exacta wagers for the selected runners, the patron selects the Exacta tab of the tabs 14, or selects a different tab to view options for a different pool. The arrangement of the various indicia including radio buttons 12, tabs 14, and activatable buttons 16 on the screen 10 also allows for the presentation of odds or other tote information that is relevant for the chosen pool.

FIG. 19 is a flowchart generally at 18 that illustrates one embodiment of a method of conducting a positional betting or runner-focused betting method of the present invention. The method may be presented to a patron using one of the screens described herein with reference to runner-focused betting. The method includes providing a patron with an opportunity to select a track at box 19 and an opportunity to select a race at box 20. The patron is provided with an opportunity to select at least one runner for focus in the race at box 21. In another embodiment, the patron may be provided with an opportunity to select positions of the runners simultaneously with selecting the runners at box 21. Responsive to the runners selected by the patron, at least one wager option is presented to the patron on one of the screens. The patron may also be provided with an opportunity to adjust an amount of the wager at box 22, and may accept one of the displayed wager options, or a bet, at box 23. In another embodiment, the patron may accept an add-a-bet option at box 24, which will be described in more detail herein. Responsive to the patron accepting or placing a bet at box 23 or an added bet at box 24, the patron may be provided with another opportunity

to place another wager at box 25. If the patron decides not to accept another wager, the betting ends at box 26. If the patron accepts the opportunity to place another wager at box 27, the player may be prompted with an opportunity to wager on the same runners as previously selected or select new runners for focus at box 21. The player may continue adding bets or selecting different runners for focus using one of the various screens.

FIG. 20 illustrates a screen generally at 30 for conducting another exemplary embodiment of the positional betting gaming activity. A player selects radio buttons 12 using an input device to select runner and position combinations of an upcoming race. The right half of the screen 30 simultaneously displays betting options for all pools 32 as the player selects runners using the radio buttons 12. Box wagers are included in the pools 32 in addition to the selections made by the player. Other betting options that may be displayed include, without limitation, Wheels (a wager on all possible combinations of an exotic wager using at least one runner as a key), patron selected runners paired with runners selected by the system or terminal randomly or based on nonrandom criteria for example, the runner with the lower win odds or "favorite," or other betting options. The various betting options that are displayed on the screen 30 may be determined by the betting facility or the preference settings of the patron. The display and changing of numerous betting options for patron selected runners is believed to increase the patrons' likelihood of wagering and the frequency thereof.

Another exemplary embodiment of a screen generally indicated at 50 depicting play of a positional betting gaming activity is shown in FIG. 21. On the screen 50, the patron enters runners in each of the 1st, 2nd, 3rd and 4th positions at 52. Multiple wager options are simultaneously presented to the player with total wager costs presented to the player on buttons 54 at the bottom right hand area of the screen 50. To place one of the illustrated wagers, the bettor selects the button 54 using an input device corresponding to the wager that the patron desires to select including, but not limited to, Win, Exacta, Trifecta and Superfecta.

It will be apparent that FIGS. 18 and 20-21 depict only three of many possible graphic approaches to implementing positional betting and that other graphic approaches are contemplated. For instance, the graphical representation of screens

used to implement the positional betting activity may be varied by the needs and motivations of the patron group at the pari-mutuel gaming establishment, the venue in which the wagers are to be placed, and the betting terminal hardware and software capabilities of the pari-mutuel gaming establishment.

In another exemplary embodiment of the present invention, a pari-mutuel gaming activity referred to as priority betting is described. In priority betting, a patron selects a number of runners, such as four, for focus. A screen of a gaming terminal presents logical betting options for the runners selected by the patron. Referring to FIG. 22, there is shown a screen generally at 70 for implementing priority betting. As illustrated, odds 72 and probables 74 data are shown on selectable buttons, and a total cost 76 of the wagers is shown at the bottom of the screen 70 once the patron selects one of the possible wagers. In another exemplary embodiment, the bet costs may also be displayed on the buttons. Shaded squares 78 indicate buttons that have been selected by the patron in the exemplary embodiment. The various squares selected by the patron may be visually highlighted in various colors or can be marked with other distinguishing characteristics such that both beginner and experienced patrons are more easily able to readily distinguish selected squares from nonselected squares and the data that corresponds to the various squares. By allowing patrons to view and more easily assimilate the various betting options with shaded squares 78, they are able to make better-informed, conscious tradeoffs between the risks and rewards of possible wagers.

Although not illustrated, the screen 70 may be preceded by another screen asking the patron to select a number of runners, such as four, in an order of preference for wagering similar to the screen 10 of FIG. 18. In this manner, patrons are encouraged to select multiple runners, which increases the likelihood that a multi-runner wager (such as an exotic wager including, without limitation, Exactas and Trifectas) is selected by the patron. Priority betting is simpler than positional betting in that runners are merely ordered and betting options are presented in a manner consistent with the ordering. Since the simplicity of priority betting provides the patron with less distraction in terms of an ability to customize bets by adding and removing runners from certain positions as is done with positional betting, priority betting may be favored by novice players and less so by more sophisticated players.

In yet another exemplary embodiment, a pari-mutuel gaming activity referred to as a "bet upsell" is described. In the bet upsell, patrons may be automatically presented with additional logical bets to augment previous bets as recorded in the wagering system or presented with another wagering proposition. A review of patron ticket purchasing behaviors has revealed that many patrons bet on their favored runner across multiple pools. Thus, the bet upsell allows patrons to more readily select these logical bets. The bet upsell can be implemented on existing gaming terminals without having to substantially change current betting processes or interfaces.

The bet upsell is illustrated generally on a screen 90 in FIG. 23. As depicted on the screen 90, a patron has placed a Trifecta wager on the 1, 3 (win position)/1, 3, 5 (place position)/1, 3, 5, 7 (show position) and is presented with an opportunity to purchase an additional Exacta box wager at button 92 on what appear to be the patron's favorite runners, the #1 runner and the #3 runner. In another exemplary embodiment, if the patron had first placed the Exacta wager on 1, 3, the pari-mutuel wagering system could present the patron with an Add-A-Bet option for a Trifecta wager by providing the patron with an opportunity to select a third runner according to one of the following methods: lowest odds runner not covered, a runner receiving a lot of late money, a speed rating, a manual selection by the patron, or any other known method of adding a runner not selected in a previous wager to fill in the third position of the Trifecta wager. In another embodiment, another wagering proposition not related to the current race may be presented to the patron. The bet upsell increases the likelihood of impulse wagering by the patron and makes the betting process faster. The screen 90 may also be configured to show various tote data, such as showing the probable price on the Exacta 1, 3 wager, in order to provide the patron with significant risk or reward information.

Referring now to FIG. 24 there is illustrated a flowchart generally at 93 for presenting a patron with the Add-A-Bet using one of the screens of the present invention. The patron is provided with an opportunity to select a track at box 94 and an opportunity to select a race at box 95. The patron may also select an amount of a wager at box 96. The patron is also provided with an opportunity to select a pool at box 97 and an opportunity to select a modifier at box 98 and, in another exemplary embodiment, the patron may select the pool and the modifier simultaneously as

indicated with an ellipse around boxes 97 and 98. A patron is further provided with an opportunity to select runners of the race at box 99 and may accept a bet at box 101. The patron may be provided with an opportunity to accept an Add-A-Bet option at box 103 or the patron may be provided with another opportunity to place another wager on the race at box 105. If the patron decides not to place another wager, the betting ends at box 107. Alternatively, if the patron decides to place another wager on the same race as the previous wager as indicated at box 108, the patron is presented with the opportunity to select an amount of the another wager at box 96. In another embodiment, the patron is presented with the opportunity to Add-A-Bet or another wagering proposition that does not relate to the current race. The patron may continue to place additional wagers as illustrated in the flowchart 93 up until a predetermined period of time before post of the race wagered on.

Contrary to practices in most retail environments, racing and pari-mutuel wagers are not organized according to price points. The racing and pari-mutuel wagers are advertised as $1 or $2 wagers, and it is up to the patron to structure wagers that balance the patron's desired risk (cost of wagers) with reward (possible winnings) for a race. The runner-focused betting embodiments described herein enables the pari-mutuel betting facility to proactively present higher cost wagers by encouraging patrons to select multiple runners and by presenting additional betting options for boxed wagers, wheeled wagers and pools that may not have occurred to the patron. The presentation of multiple bet combinations and the ease with which the multiple bet combinations can be placed provides a service to the patrons and encourages impulse bets, thus increasing the wager handle for the pari-mutuel betting facility.

The runner-focused betting embodiments are also consistent with the mental process that a large percentage of players employ. Generally, players determine the likelihood of each runner finishing the race in a given position, review odds and probable payout information for those runners, and decide on ways to bet on the runners using multiple pari-mutuel pools. The runner-focused betting embodiments described herein help the player by displaying logical wager options that may not have occurred to him or her. The runner-focused betting embodiments also allow patrons to cover various runner or pool combinations with greater speed and accuracy versus entering each wager individually. The reduced time required to review tote data,

evaluate betting combination options and place wagers will make the pari-mutuel gaming experience more enjoyable for patrons. From the standpoint of the track, faster bet entry shortens the lines of patrons waiting to place wagers and lessens the need for additional ticket selling terminals and, thus, decreases the track's total cost of accepting wagers.

Although the embodiments of FIGS. 18-20 allow the patrons to focus on a specified number of runners, such as four, it will be apparent that the pari-mutuel gaming system may be configured to allow the patrons to focus on any number of runners from one runner to all of the runners in the race. Further, the number of betting options across the pools may be varied depending on the number of runners selected and the number of possible wagers. By allowing the patron to focus on a limited subset of runners, such as four, the patrons are able to understand and more efficiently review the various bet combinations and consciously make risk or reward decisions for each bet combination.

As further illustrated in FIGS. 18-20, the patron is presented with associated prices of the multiple bet options and does not have to perform an additional step of changing pools or re-selecting runners. In existing betting interfaces, the patrons must structure each bet individually, review the price of the bet and make a decision on whether to purchase the bet, wherein the decisions occur on a pool-by-pool basis. Further, it can be difficult for patrons who cover a large number of bet combinations, such as bets including multiple runners in various positions of a Trifecta or Exacta wager, to end up with the intended combination coverage when the patron has to select and reselect runners across multiple pools. Since the runner selections made in the embodiments of FIGS. 18-24 are simultaneously applied to display multiple pools, the probability that the patron's desired bet combinations will be remembered and, thus, covered increases.

In a further embodiment of the runner-focused betting activities of FIGS. 18-24, the amount of the wager presented to the patron may be varied. Since the pari-mutuel gaming activities of FIGS. 18-24 provide for greater ease and efficiency of the patron placing wagers, the pari-mutuel gaming system may be configured to allow smaller denominations of bets. For instance, because the runner-focused betting methods allow for the efficient entry of a low cost wager, such as $0.10 (dime) bets, the

patrons will likely enter more bets and, thus, the amount of the wager handle will likely not be negatively affected. Allowing smaller bets follows the trend seen in casinos where nickel slots have become prevalent, yet the amount of churn (*i.e.*, the number of bets made) has increased. Although smaller bets may be offered, a minimum bet, such as $5, may be stipulated for any "ticket" or bundle wager. In this manner, the amount of wager handle may be kept constant by using the embodiments of FIGS. 18-24 since the patrons may enter exotic wagers as quickly as simpler wagers. Thus, although it would take a lot of time using existing bet interfaces to enter a sufficient amount of $0.10 Trifecta wagers to spend the $5 minimum wager, the simultaneous presentation of multiple pool bet options enables the patron to rapidly make a number of bets that apportion the $5 minimum bet.

A pari-mutuel gaming activity using previously indicated runners is disclosed in another exemplary embodiment. In this embodiment, the gaming terminal, or electronic betting interface of the pari-mutuel gaming system, is configured to aid a patron in placing wagers on runners previously selected and wagered on by the patron. For instance, if a player purchased a winning wager on a specific runner, such as a #5 horse, and then selects an Exacta wager, the betting interface will indicate that the #5 horse was previously selected, thus, reminding the patron that the #5 horse is a favored runner of the patron. If the betting interface is organized in a format where runners are selected simultaneously with the positions of the runners, intelligence may also be applied to indicate the runners in a logical position based on previous wagers. For example, runners selected for a straight Win, Place or Show pools might be indicated as logical selections in all three positions of a Trifecta wager, wherein runners selected for the second and third positions in the Trifecta would be indicated in the Place and Show positions, respectively, of the Win, Place, Show pool area of the betting interface.

The indicated runners embodiment offers experienced players and novice players a convenience by helping to structure and enter wagers for previously selected runners from multiple pools. By indicating runners, the amount of time required to place wagers from multiple pools is decreased and, thus, the wagering handle may be increased. The indication of favored runners may be accomplished in a variety of ways. Referring to FIG. 25, there is shown one embodiment of a screen generally

at 100 used to indicate favored runners. A flag 102 is placed on buttons of previously selected runners and a button 104 is illustrated as having different shading than non-selected buttons. In other embodiments, the buttons of the previously selected runners may be selected by highlighting with color, changing the format of the buttons, marking with an indicia other than the flag 102, or combinations of any thereof.

In an additional exemplary embodiment referred to herein as "bet by box," a patron is provided with an opportunity to place a pari-mutuel wager on a self service terminal or place the pari-mutuel wager with a teller at a teller-operated terminal. In the "bet by box" method, the patron or the teller is able to select each graphic box corresponding to a position or leg of a pari-mutuel wager. By being able to individually select each graphic box, the patron or teller is enabled to add or delete runners from positions of the pari-mutuel wager without having to change other runners. Unlike conventional methods for selecting runners for each position or leg of the pari-mutuel wager, the "bet by box" method of the exemplary embodiment makes placing the pari-mutuel wager more visual and intuitive than conventional methods.

For instance, in conventional methods of selecting runners, in order to place a $1 trifecta wager on 1/ 2, 3, 4/ 5, 6, 7, the patron first must select the track, race, amount and pool for the trifecta wager. Then, on the runner selection screen, the patron must press [Wheel][1][With][2][3][4][With][5][6][7] using the conventional United Tote Versa Screen Terminal or must press [1][With][2][3][4][With][5][6][7] using the conventional Autotote STAN terminal. These conventional methods require the patron to enter the runners in sequential order, requires some knowledge of "wheel" terminology, requires some knowledge of the use of "with" as a separator between legs or positions, requires the player to have knowledge of "box" terminology when placing the same runners in all positions, and may require the patron or teller to delete a runner from an earlier leg or position of the trifecta wager if the patron desires to change the pari-mutuel wager. Thus, if the patron makes an error early in the placement of the trifecta wager and has to subsequently change the runner in all positions, the placement of the trifecta wager becomes cumbersome. Further, if the patron desires to add or remove runners from legs or positions of the trifecta wager based on new information or on the total cost of the wager, changing the legs or positions of the trifecta wager is cumbersome to the patron or the teller.

Referring to FIG. 35, there is shown one exemplary embodiment of a display element such as, for example, a touch screen interface generally at 400 configured to allow a teller to enter a pari-mutuel wager at a teller-operated terminal. In another embodiment, the screen 400 may comprise a touch screen interface of a self service terminal for interacting with a patron of a pari-mutuel gaming establishment. The screen 400 displays graphic areas 402, 404 and 406 (boxes), wherein each graphic area 402, 404 and 406 represents one leg or position of the pari-mutuel wager. By presenting the leg or position of the pari-mutuel wager on the screen 400 in this manner, the teller or patron is enabled to select one of the graphic areas 402, 404 or 406 and responsive to selecting one of the graphic areas 402, 404 or 406, the teller or the patron is enabled to select any leg or position and make runner selections in any order. The screen 400 of the exemplary embodiment also enables the patron to place "wheel" wagers without knowing what a "wheel" wager is or without knowing that "with" is a term for separating legs or positions or the pari-mutuel wager, thus, encouraging novice patrons to place such pari-mutuel wagers. Further, the embodiment of FIG. 35 enables patrons to place box wagers covering the same runners in all positions without knowing "box" terminology. The patron is also enabled to add or delete runners from a leg or position without removing runners from other legs or positions of the pari-mutuel wager. The "bet by box" method may be used to allow the patron to construct any pari-mutuel wager including, but not limited to, win, place, show, exacta, quinella, trifecta, superfecta, hexafecta, pentafecta, daily double, pick three, pick four, pick six, box wagers, wheel wager or any combination thereof.

In addition to presenting the "bet by box" method to the teller with the screen 400 of FIG. 35, the "bet by box" method may also be displayed to a patron on a screen 410 of a self service terminal as illustrated in FIG. 36. On the screen 410 of FIG. 36, graphic areas 412, 414 and 416 are displayed, wherein each graphic area 412, 414 and 416 indicates a selection of runners for a pari-mutuel wager made by a patron. For instance, Runner 1 is displayed in Position 1 of graphic area 412, Runners 2-4 are displayed in Position 2 of graphic area 414, and Runners 5-7 are displayed in Position 3 of graphic area 416.

In yet another embodiment, referred to herein as "copy runners," a patron is provided with an opportunity to place a pari-mutuel wager on a self-service gaming

terminal or with a teller at a teller-operated terminal. Referring in conjunction to FIGS. 37 and 38, there is shown the screen 410 of FIG. 36 associated with the pari-mutuel gaming system enabled with a "copy runners" function.

In the exemplary embodiment, the "copy runners" function is presented to the patron or the teller as a selectable portion 418 of the screen 410. The "copy runners" function enables the patron or the teller to easily place a pari-mutuel wager that includes numerous runners in multiple positions since many experienced patrons place such pari-mutuel wagers. In order to place these wagers using conventional pari-mutuel wagering methods, if a patron desires to place a $ Trifecta 1/ 2, 3, 4/ 2, 3, 4 wager, the patron places the Trifecta wager in one of the following ways: using a United Tote Versa Terminal, the patron selects [Wheel][1][With][2][3][4][With][2][3][4]; and using the Autotote STAN, the patron selects [1][With][2][3][4][With][2][3][4]. In another conventional method, the patron places the Trifecta wager by selecting runners for the second position and subsequently choosing the Trifecta wager, wherein these actions automatically fill the runners from the second position into the third position of the $ Trifecta 1/ 2, 3, 4/ 2, 3, 4 wager. However, these methods require the patron to manually re-enter runners in the last position of the pari-mutuel wager or accept the same runners for subsequent positions as specified by the previous position.

The "copy runners" function described with reference to FIGS. 37 and 38 invokes logic of the pari-mutuel gaming system that enables the patron or the teller to copy runners from one position of the pari-mutuel wager to another position of the pari-mutuel wager. For instance, the patron or the teller is enabled to copy runners from one position of the pari-mutuel wager to another position of the pari-mutuel wager by selecting the graphical box 412, 414 or 416 of the position to be copied, activating the "copy runners" function with an input device operatively connected to software of the pari-mutuel gaming system that enables the "copy runners" function, and selecting the graphical box 412, 414 or 416 of the position of the pari-mutuel wager that the patron or the teller desires to copy the runners to. In the exemplary embodiment, Position 3 of graphical box 416 of FIG. 37 does not include any runners and by using the "copy runners" selectable portion 418 of the screen 410, the patron or the teller is enabled to copy Runners 2-4 from Position 2 of graphical box 416 for

placement and display in Position 3 as shown in the graphical box 416 of FIG. 38. In other embodiments, the "copy runners" function of the pari-mutuel gaming system may be implemented with other input devices associated with the pari-mutuel gaming system such as, for example, a button or key associated with a keypad.

In yet another exemplary embodiment, the "copy runners" method may be combined with the "bet by box" method. In this manner, before the pari-mutuel wager is placed using the "bet by box" method described herein with reference to FIGS. 35 and 36, the patron is provided with an opportunity to copy Runners 2-4 from Position 2 into Position 3 using the "copy runners" selectable portion 418 of the screen 410, and add the #6 and #8 runners to the Trifecta wager in Position 3 of graphical area 416 by selecting graphical area 416 associated with Position 3 and adding the #6 and #8 runners, as shown in FIG. 38. Further, the patron or the teller is enabled to change any of the runners in Position 1, Position 2 or Position 3 by selecting the appropriate graphic box 412, 414 or 416, respectively, and changing the runners in the desired position, without having to change runners in the other positions.

Quick Bets

In a further exemplary embodiment referred to herein as an "intelligent quick pick," a patron is provided with an opportunity to place a wager on a pari-mutuel gaming activity. The intelligent quick pick allows a patron, or player, to place a nonrandom wager, in whole or in part, wherein any or all elements of the nonrandom wager, *i.e.*, track, race, amount, pool, runner, and combinations thereof, are not deliberately selected by the patron. Instead, a portion of the wager, *i.e.*, a particular track, a specific race, an amount of money of the wager, one wager of a pool of wagers, at least one runner of the list of runners, or a combination or more than one of these parameters is selected by software of the pari-mutuel gaming system and the wager is communicated to the player such that the player may select the wager based, at least in part, on the displayed portion of the wager. In the exemplary embodiment, the patron may or may not know the details of the displayed portion of the intelligent quick pick wager when the wager is selected. For instance, if the patron does not know the runner of the intelligent quick pick wager, the patron may know the rationale or basis for the selection of the runner by a title of the intelligent quick pick wager, an explanation of

the rationale of the intelligent quick pick wager, or by associating the rationale of the intelligent quick pick wager with a particular type of handicapping personality. As used herein, "handicapping personality" refers to a method or approach of identifying a desirable runner or using a criteria to establish an identity for selecting a desirable runner.

Pari-mutuel betting is an inherently competitive activity for many patrons and, unlike a lottery, slot machines and most casino games, the relative skill of the pari-mutuel patron can greatly affect his/her overall return on their investment. While known random quick picks are easy to select, they do not provide the patron with any control over runner selection, and the fact that true random quick pick selection ignores traditional handicapping methods deters some patrons from playing the random quick picks. However, the intelligent quick picks described herein enable the patron to quickly place a wager and retain some control or knowledge of the rationale for the basis of the intelligent quick pick selection. Further, the patron's knowledge of the rationale behind intelligent quick pick wagers will foster a sense of confidence and control in making such wagers and will increase satisfaction and pride when the patrons win. Intelligent quick pick wagers also create opportunity for placing wagers on future wagers according to specified criteria. For example, a patron may request that the tote system place $2 win wagers on future intelligent quick picks associated with a particular handicapping personality. In this way, the ease with which a patron can wager either onsite or offsite is greatly increased.

Those in the pari-mutuel gaming industry believe that the attraction and recruitment of new patrons to pari-mutuel gaming is difficult due to the complexity of the wagering process. For instance, the sale of Daily Racing Forms including pages of data on runners' past performances combined with the complexity of the wagering process may deter or overwhelm new patrons. A further deterrent to continued wagering by new players occurs when novice patrons realize that they are betting against experienced players at a perceived disadvantage. The intelligent quick picks described herein help lower this perceived barrier to new patrons since the intelligent quick picks help educate the new patrons on the various aspects of selecting runners and wagering options in the pari-mutuel gaming activity. For instance, aspects or factors that can be used to select runners for the intelligent quick picks include, but are

not limited to, speed, class, form, jockey, pace and various combinations thereof. Intelligent quick picks may be designed to include these factors, which in turn can be communicated to the patrons, thus helping educate new patrons on the sport and the possible betting strategies of pari-mutuel wagering.

The intelligent quick picks may be implemented and executed in a number of ways and located on various areas of a betting interface or wagering terminal. One exemplary embodiment of a screen is shown generally at 110 offering a patron with an opportunity to place a wager on a complete intelligent pick wager in FIG. 26. The screen 110 of FIG. 26 provides the patron with an opportunity to buy a complete intelligent quick pick wager by making a single selection on the illustrated betting screen 110. By selecting a single button 112, which in the exemplary embodiment is marked with indicia reciting "QUICKCLICK! $2 WIN," the player makes the wager. In the illustrated intelligent quick pick wager of FIG. 26, the runner selection is revealed to the patron, but the underlying rationale for the selection, though it exists, is not communicated to the patron.

In another exemplary embodiment of an intelligent quick pick, handicapping personalities are used to communicate the rationale for the intelligent quick pick to the patron. Referring to FIG. 27, there is shown a screen generally at 130 offering an intelligent quick pick based on handicapping personalities. The screen 130 offers three different quick picks at bracket 132. For instance, a patron can place a two dollar Win bet on the runner with the best overall speed rating by selecting a button 134 that corresponds to "FASTEST RUNNER." The "FASTEST RUNNER" selection may be based on past performance data of the runners for the race in question as stored in the pari-mutuel gaming system. In another exemplary embodiment, the number and name of the runner may be withheld from being displayed until the wager is placed to make the bet easier or to prevent patrons from discovering desirable picks without paying for the service.

In a further exemplary embodiment, a player can make a "LONGSHOT LOUIE" quick pick by selecting button 136. The "LONGSHOT LOUIE" wager may be based on tote data of the runners stored in the pari-mutuel gaming system overlaid with a handicapping personality using an algorithm. The algorithm used to determine the "LONGSHOT LOUIE" wager will be the same for all wagers, but the result of the

wager may vary over the time span of the betting period, based on tote data stored in the pari-mutuel gaming system. In another exemplary embodiment, a player may select a "STEVE'S PICK" wager by selecting button 138, wherein the "STEVE'S PICK" wager may be based on an individual's selection such as, for example, a track handicapper, which may also be referred to as an intelligent quick pick. The algorithm used to determine the intelligent quick pick wager may be based on past performance data, tote data or an individual's selections. In yet another exemplary embodiment, the patrons may be provided with an opportunity to select or construct their own algorithms for a wager, using one or more parameters as described herein. The intelligent quick pick wager may be based on, for example, at least one of past performance data, tote data, a professional handicapper, or any combination thereof. The three types of intelligent quick pick wagers may also be combined into a single algorithm or the three types of intelligent quick pick wagers may be offered individually.

In an additional exemplary embodiment, the gaming terminal or other betting interface offering the complete intelligent quick pick may be operatively configured for future betting wherein a patron can establish a "subscription" for the programmed, automatic entry of wagers based on intelligent quick pick algorithms. It will be apparent to those of ordinary skill in the art that the number of methodologies or algorithms that may be used to create the intelligent quick picks is almost limitless.

In further exemplary embodiments, the pari-mutuel gaming system may be configured to display quick picks of betting pools of more exotic wagers including, without limitation, Trifecta, Exacta and Superfecta wagers, wherein a rationale for selecting the wager is presented to the patron. For instance, an intelligent quick pick offering a Trifecta wager on the runners with the best speed figures may be offered to the patrons. Further, an intelligent quick pick that combines a high price exotic wager with a Show bet may be offered to increase the frequency of wins for the patron and increase churn. In this manner, novice patrons may be enabled to place the exotic wagers that they otherwise may not understand.

Referring to FIG. 39, there is shown an exemplary embodiment of a screen generally at 550 that displays pool hot buttons to a patron such that the patron may place a quick pick pari-mutuel wager on a pool by selecting graphic areas 552, 554,

556, 558 or 560 corresponding to Win, Trifecta, TR2, Daily Double and Pick Three wagers, respectively. A bet amount of the quick pick pool wager on the pari-mutuel gaming activity may be determined to be the minimum amount for the pool (for example, as a default wager amount), or the player may be required to enter an amount of the quick pick pool wager of the pari-mutuel gaming activity.

In yet further exemplary embodiments, intelligent quick picks may be offered that include an amount of a base wager. In this manner, the requirement for the patron to first select the wager amount is removed. The patrons are able to see the total cost of the wager, and will understand and feel more comfortable exploring various wager types as the patron becomes educated as to the total cost of the wager. For instance, a $2 base bet on a Win/Place/Show wager on the #2 runner that equals a total of $6 may be displayed to the patron. By selecting the amount of the wager and presenting the wager amount to the patron, complex pricing schemes (for example, a minimum bet amount may be $2 for a Straight Trifecta while a minimum base wager for a Partial Wheel Trifecta may be $1) that exist in various jurisdictions are communicated to the patron.

In exemplary embodiments of the intelligent quick offered at an OTB parlor where races continually go off in rapid succession, a quick pick wager that offers an Exacta Box wager on large field races may be offered. For instance, by selecting a single button, the pari-mutuel gaming system would automatically place an Exacta Box wager on the horses ridden by the three best jockeys in the next race that includes ten or more runners for the patron. The determination of the identities of the three best jockeys may be performed by an algorithm combined with data stored in or accessed by the pari-mutuel gaming system, wherein the three best jockeys are determined by, for example, which jockeys have the highest frequency of riding a runner that finishes in the money. As previously discussed herein, there may also be an opportunity to allow patrons to create their own algorithms, wherein the algorithms are executed by software that evaluates tote and other data of the pari-mutuel gaming system.

In another exemplary embodiment, the pari-mutuel gaming establishment may charge a fee to patrons to offer the intelligent quick picks. Since the intelligent quick picks add value in terms of control and expected profit for the patron, the pari-mutuel gaming establishment may want to gain additional revenue in conjunction with the

service, or offer the service for free or at a reduced cost to favored patrons, such as members of a club.

In a further exemplary embodiment of the intelligent quick pick referred to as a "partial pick," a portion of the bet selection is established by the pari-mutuel wagering system applying intelligence combined with patron selection. For instance, as illustrated on screen 150 of FIG. 28, the patron may make a Trifecta wager and populate the first, second and third positions of the Trifecta wager by selecting "FASTEST RUNNER," "BEST JOCKEY," "MOST IN THE MONEY" or pick a random selection using buttons indicated by bracket 152. In another wager, the patron may know that he/she likes the #1 and #3 horses for the first position of the Trifecta wager, and the patron could use the buttons 152 at the bottom of the screen 150 to add the "MOST IN THE MONEY" jockey to the second position of the Trifecta wager. In this manner, the intelligent quick pick may be used to construct a portion of the wager while the patron constructs the remaining portion of the wager by making a selection.

In another exemplary embodiment of the present invention referred to as "wager add-ons," the complete intelligent quick pick of FIG. 27 or the partial pick of FIG. 28 may be used to construct multiple wager bundles where one wager, or a portion of one wager, is deliberately constructed and another related or unrelated wager is "added on" to the patron's wager selections. For instance, a patron that places an Exacta bet on the #1 and #3 horses might be presented with an additional opportunity to place a 1-3-9 Trifecta wager. The addition of the #9 horse for the third leg of the Trifecta wager could be based on tote data (*i.e.*, the probable highest payout Trifecta using the 1-3 in the first two positions), past performance data (*i.e.*, an algorithm that finds a runner with similar characteristics or past performance ratings similar to the two deliberately selected runners), or on betting behavior data (*i.e.*, an algorithm that inspects betting patterns of patrons and suggests the third runner because the third runner is most frequently paired with the other two runners on other tickets). Although the add-on wagers are not placed as rapidly as the complete picks, many of the same benefits, including the patron making impulse bets, are achieved.

In another exemplary embodiment, the partial intelligent quick picks may be programmed for future betting. In this embodiment, a patron is provided the opportunity to establish "subscriptions" to automatically place wagers in future races

based on the patron's deliberate selection(s) in conjunction with quick pick algorithms. For instance, a patron who repeatedly places wagers on runners having the same runner numbers may set up, or program, a subscription to make future bets on selected races to place three runner Exacta Box wagers, wherein the numbers patron determines that a #1 and #5 horse are always selected and a post time favorite is included into a Trifecta wager. In the exemplary embodiment, the post time favorite selection is based on a quick pick algorithm - the runner with the lowest pari-mutuel odds in the win pool at post time.

The exemplary embodiments of the quick picks described herein may include set or inferred preferences. The intelligent quick picks may be offered in order to anticipate a patron's betting patterns where the pari-mutuel gaming system is operatively configured to present wagers that are more likely to appeal to the patron. For instance, if a pari-mutuel gaming establishment knows that a large group of novice patrons will be coming to the establishment, the pari-mutuel gaming system may be operatively configured with suitable software to offer quick pick wagers that the novice patrons are more likely to select, for example $1 exacta box wagers.

One Action Quick Bet

Referring to FIG. 29, there is illustrated a screen 170 of another exemplary embodiment of the present invention where a patron is provided with an opportunity to place a "one action" quick bet. The screen 170 is presented to a patron at a self-service betting terminal when the patron approaches the terminal or to a teller at a full-service betting terminal. A button 172 located in an upper right hand corner of the screen 170 allows the patron or the teller to place a wager by making a single selection. The single selection selects the track, race, amount of the wager, pool and runner(s) all in one action such that no other action is needed. The one action quick bet may be based on random, partially random or intelligent pick picks as previously described herein. The one action quick bet is faster and easier to place than existing wagering methods and saves terminal time and costs for the pari-mutuel gaming establishment. Further, the one action quick bet enables novice patrons to more easily place a wager, increases impulse betting, and increases overall wager handle at the pari-mutuel gaming establishment.

Intersection Betting

In yet another exemplary embodiment, a method of presenting pari-mutuel betting options or indicating bet selections referred to as "intersection betting and review" involving multi-leg wagers (such as a Daily Double) or multi-position wagers (such as an Exacta) is disclosed. In this exemplary embodiment, a patron is allowed to select runners for at least two legs or positions simultaneously with one selection. A screen is illustrated generally at 190 for providing a player with an opportunity to place a wager in this manner in FIG. 30. The screen 190 presents the player with a table 192 that includes the runners of one leg or position in columns 194 and the runners of another leg or position in rows 196. The player can select a runner combination by selecting a cell where one of the columns 194 intersects with one of the rows 196. The player may also select entire rows or entire columns by selecting at least one of a row or column header, thus creating wheel wagers. For instance, the player may select the entire column indicated with the cell with shading at column 194 by selecting the cell with the header "5," or the player may select the entire row indicated with the cell reciting "Reigning Storm" at row 196 by selecting that cell. The table 192 may be configured to accept wagers for single race pools such as Exactas, Quinellas, Trifectas, Superfectas, Hexafectas, Pentafectas, and the like, or for multiple race pools such as Daily Doubles, Pick 3's, Pick 4's, Pick 6's, etc. In will be apparent that the player may select an entire column 194 or an entire row 196 by selecting the cell having a header.

The player may be provided with an opportunity to make selections for greater than two leg or position pools, such as a Trifecta, in a number of different methods. In a first method, the player selects a first runner position of the wager and is shown the table 192 including columns 194 and rows 196 of runners in order to select the runners in the second and third positions. This first method may also be used in conjunction with other pools. For instance, a Pick 6 wager could be made by allowing a player to preselect the first four runner positions, and presenting the fifth and sixth runner positions in the columns 194 and rows 196 of the table 192. A Trifecta wager may be made using the table 192 by "freezing" a position and presenting the table 192 to the patron. For instance, a player may select a runner in the first or third position of the Trifecta, and the player is presented with the second and third positions or first and

second positions, respectively, situated in the columns 194 and rows 196 of the table 192.

The table 192 used to present the intersection betting and review to the players is efficient and presents relevant value statistics and a graphic representation of pool coverage to the players. The table 192 also facilitates the rapid entry of multiple wagers. For instance, a patron wishing to place multiple "straight" Exacta wagers (*e.g.*, 1-2, 2-3 and 3-4) using known betting methods would have to complete at least two stroke selections per wager: one stroke for selecting the runner in the first position and a second stroke for selecting the runner in the second position, resulting in a total of six strokes to place the three Exacta wagers. By presenting the patron with the table 192 of FIG. 30, each of the three Exacta wagers may be placed with one stroke by selecting a cell where the column 194 and the row 196 of the desired runners intersect, resulting in a total of three strokes.

By presenting the betting interface of the screen 190 in the table 192 format, a logical place for presenting relevant value statistics, or probables, to the patron exists. For instance, in the Exacta betting screen 190 of FIG. 30, the probables for each runner combination of the Exacta can be presented in the intersection cell of the column 194 and the row 196. By presenting the probables in the selectable area of the table 192, betting is made easier since the patron does not have to view an Exacta probables matrix and separately enter bets using known betting methods. The table 192, thus, increases patron satisfaction and increases the likelihood of impulse wagers when patrons opt to wager on high probables or identify relative value overlays on the betting screen 190. The patron may also "Box" all selected runners by pressing the "Box Runners" button at 191. The player may also sort the runners by odds by pressing the "Sort by Odds" button at 193, thus placing the runner combinations or "cells" with the highest probable prices in the upper left hand portion of the table 192.

Since patrons are often upset or disappointed when they fail to wager on a logical runner selection that ultimately wins, the presentation of betting options in the table 192 allows the patron to visually grasp the results of the runner selection by indicating which runner combinations have been selected. Thus, in another exemplary embodiment, the screen 190 is configured to indicate, by formatting with color, highlighting or some other indicia, the selected runners. For instance, if the patron

selected runners for the first position and the second position, the cell at which the column 194 and rows 196 intersect is formatted to display the cell in a manner such that the player will know which runners or cells were selected. The formatting of the runners, positions or wagers selected by the patron may also be applied to Wheel and Box wagers, wherein each of the relevant intersections of the cells of the table 192 is formatted. The graphic representation of the various bet selections increases the patron's ability to see any overlooked runner combinations and, thus, increases the patron's satisfaction of the pari-mutuel gaming activity and increases the track wager handle. Further, the graphic representation of the various bet selections made by the patron may be implemented in any of the gaming activities described herein and in other known pari-mutuel gaming activities.

Dynamic Runner Sorting

In a further exemplary embodiment, a patron or a teller is provided with an opportunity to dynamically sort an order of runners displayed on a screen of a self service terminal or a teller-operated terminal of a pari-mutuel gaming system. On conventional betting interfaces, the runner information is presented to the patron by runner or bet number. The dynamic runner sorting of the exemplary embodiment enables the patron or the teller to sort and display the runners based on a desired factor such as, for example, win odds, runner number, bet number or any other desired factor. In one exemplary embodiment, a screen displaying an "Exacta Explosion" and employing the dynamic runner sorting is shown generally at 500 in FIGS. 40 and 41. As illustrated with bracket 506, Runners 1-8 are displayed in a table having a column and in a row to the patron or the teller on the screen 500 of FIG. 40 in runner order. The patron or the teller is enabled to sort the runner using graphical boxes 502 or 504 in any desired order to readily identify the Runners on which the patron desires to place a pari-mutuel wager. By activating graphical box 502, the patron is able to sort the Runners by win odds as indicated by bracket 508 of FIG. 41 and is, thus, enabled to view desirable probable pays on the screen 500 and use the runner order to identify any "under bet" exacta combinations, also referred to as "overlays." The patron is further enabled to "re-sort" the Runners by runner position by activating graphical box 504. In other embodiments, the patron or the teller is provided with the opportunity to sort the

runner using input devices operatively connected to a pari-mutuel gaming activity in addition to touch screens such as, for example, a key of a keypad.

In other embodiments, the screen 500 may be configured with other or additional graphical areas to allow patrons or tellers to sort the runners depending on any other factor including, but not limited to, leading runner odds, speed, pace, other handicapping factors, or any other factor desired by the patron.

Rules-Based Methods

In an additional exemplary embodiment, rules-based methods for controlling the presentation of betting options are included. The rules-based methods may be used by organizations or pari-mutuel gaming establishments to control the presentation of betting options offered to patrons in a way that maximizes the patron-gaming experience and the objectives of the organization. The rules-based methods allow the organization to set rules to customize and control various aspects of the graphical user interface presented to the patrons at the betting terminal.

In accordance with the present invention, organizations are enabled to control the appearance and content of wager or advertisement graphics presented to the patron on a screen of the betting terminal. For instance, the size, location, appearance, sort order, filtering, grouping or searching of the various wagers and advertisements presented to the patrons may be customized and controlled. User interface characteristics on the betting screens that may be controlled include, without limitation, track selection, race selection, pool selection, wager amount, a money amount of the total wager selection (*i.e.*, the base wager amount times a base wager quantity), and special marketing messages and functions.

Referring now to FIG. 31, there is shown a selection screen generally at 210 for implementing one embodiment of a rules-based method for controlling the presentation of betting options with the pari-mutuel gaming system. In the exemplary embodiment, the race selection screen 210 specially highlights the next race at Churchill Downs. The rules-based method improves patron experience by allowing a track to configure the screen 210 presented to the patron with betting options in a way that makes it easier or more enjoyable for the patrons to place wagers. For instance, races, betting pools,

and wager types can be prioritized and shown more prominently at the times most relevant to the patrons.

FIG. 32 illustrates an organization console in the form of a menu that allows the organization offering the pari-mutuel gaming activity to set the rules or customize the appearance of the screen 210 presented to the patron. By using the organization console of FIG. 32, the organization can assign eligibility to each area A, B or C as depicted in the screen 210 of FIG. 31. Thus, the organization may preset or allocate three or more levels of prominence on the screen 210 such as, for example, area A may more prominently present tote data and intelligent quick bets, area B may more prominently present hot buttons, and area C may present other tracks. The organization console also allows the organization to set a "leap frog" value that moves a race up to the next higher level despite a raw Minutes to Post sorting. For instance, if the organization determines that a particular race should be highlighted or featured, wagering options for the featured race may be displayed to patrons before other races that are closer to Post, thus, "leap frogging" the races that are closer to Post. It will be apparent to those of ordinary skill in the art that the rules or elements that may be customized in FIG. 32 are just one of many ways in which a rules-based prioritization of betting options can be implemented.

By using a console or other display element similar to the screen 210 of FIG. 32, a track or organization may create and apply rules to maximize betting on various preferred wager types. For instance, if a track felt that it made more money on Trifecta wagers due to a larger takeout percentage, the track might set rules or customize the betting options and present "hot buttons" to the players, wherein the hot buttons increase the prominence of Trifecta wagering options on the screen. For example, to increase the prominence of Trifecta wagering options, the organization or track might focus attention on the pool itself by setting a Trifecta quick pick as a "hot button" or by bundling wagers from multiple pools to include a Trifecta bet. In one embodiment, the track may display their own graphic on the betting interface and include an area, such as a selectable button, in the graphic. By selecting the area, patrons may be able to automatically select the track and race, wherein options to finish a wager are also presented. This embodiment may be useful for advertising Pick 6 carryovers and enable the track to channel betting.

In another method of setting wagering preferences, the track or organization may set a default wager amount on a particular wager or increase the average bet amount in other areas of the user interface or wager terminal. For example, although a minimum bet at a track may be $1, the track or organization may set the user interface or wager terminal to display the Win wager at a $5 bet as a default. Thus, players would be more likely to make the $5 bet instead of changing the wager terminal to display a $1 bet.

In other exemplary embodiments of the rules-based method, the organization may create and apply rules to maximize betting on preferred events or races. For instance, since Churchill Downs Incorporated (CDI) makes more profit on each wager sold for a CDI property (Arlington, Calder, Hollywood, Churchill, etc.) than for imported, non-Churchill simulcast races, the rules-based method enables CDI to channel betting towards the CDI properties by increasing the prominence of CDI races presented to the patrons on the wager terminal. Even a small shift in betting towards properties owned by the organization can result in a large increase in profit.

In yet a further embodiment of the rules-based method, the organization or track may apply rules to customize the displays of the wager terminal to determine when to show various advertising graphics or control the functions available to the players through the player's selection of the graphics. In one embodiment, the track might configure the wager terminal to display advertisements that promote players to signup for a club reward program offered by the track. By activating an area of the advertising graphic, the player may be taken to a screen where the player may sign up for the club reward program. Similarly the advertising area may include a graphic that, when selected, would move the patron through the wagering process, either in part or in whole on a desired race. For example, the graphic may advertise a large Pick 6 carryover and selecting the graphic would initiate placement of a wager on the Pick 6. In other embodiments, the track or organization may sell advertising areas presented on the user interface to vendors such as Coca-Cola or Budweiser, thus generating additional revenue for the track. In a further embodiment, pool carryovers or "jackpots" such as, for example, a Pick 6 carryover are shown on hot buttons to attract attention and, thus, increase wagering.

String Betting on a Self-Service Interface

In another exemplary embodiment, a method for patron placement of multiple multi-position (exacta, trifecta, etc.) and multi-leg (pick 4, pick 6, etc.) wagers without reselecting a pool or requiring a stroke to accept each wager individually is disclosed. To offer string betting on an electronic interface, the patron is presented with a button or an area of a betting interface, *i.e.*, the screen, named "string." If the patron selects this button, he or she may enter multiple wagers without reselecting the pool or confirming each wager individually. For example, to place three straight Exactas he or she could press "string" 1 with 4 with 5, 4 with 5 with 1, 1 with 6 with 4. This method allows bettors, especially experienced ones, a great convenience.

Subscription and Programmed Betting

In another exemplary embodiment, methods of offering subscription, including, without limitation, programmed betting to patrons at a pari-mutuel gaming site are disclosed. To offer subscription betting with an opportunity to select or program parameters associated with wagers to be made, the patrons are presented with an opportunity to set rules or customize an automatic placement of future wagers for upcoming races that are scheduled to be run. The patrons are allowed to select definite wager details for a track, a race, an amount of the wager, one or more runners, a pool, or combinations thereof if desired. In one embodiment of executing subscription betting, a player is able to set, or program, parameters on a betting terminal of a pari-mutuel gaming system to place a $1 Trifecta box wager on 1/5/6 when available at Churchill Downs.

In another embodiment of subscription betting including an opportunity to at least partially program the bet, the patrons are presented with an opportunity to set criteria based on a variety of factors that are not directly related to the actual details of the wager. The factors may include, but are not limited to, tote data, past performance data, track conditions, race details, or combinations thereof. In one embodiment, a patron may create rules or customize wagers to be placed under selected conditions. One condition may be a tote data rule where the player places a $2 Exacta Box wager on the favorite and the long shot on any race having more than ten runners at Churchill Downs. Another condition may use past performance data, such as where a $10 wager

to Win is placed on the horse with the fastest time at a distance of the horse's moving down in class. A further condition may be based on track conditions, wherein a patron places a $2 wager to Show on the long shot when the track conditions are sloppy. Another condition may take into account race details such as where a patron places a $10 wager to Win when a specific jockey, such as Jerry Bailey, is riding a horse trained by Bob Baffert. For a subscription betting system to be employed, a pari-mutuel gaming system configured to present the subscription betting will use named or unnamed patron accounts to fund the wagers and the pari-mutuel gaming system is configured to react to last minute changes in runners, such as if a runner is scratched from the race. If the condition designated by the player does not occur, such as if a runner scratches, the wager may be canceled or the wager may be implemented on the next race matching the criteria, or rules, set for the wager.

By presenting players with the opportunity to place subscription bets including a programming feature, the player is provided with the convenience of participating in future races without having to place each wager on every race individually or wait until betting opens on those races. If the player is at the track, the player can establish his/her theory for betting and know that the wager will be automatically placed on a selected number of races, or a selected number of times. If the player is offtrack, the player can participate in the betting action without having to log onto an Internet betting site or make a phone call each time a wager is desired since the bets are automatically placed. In addition to the day-to-day convenience, this greatly simplifies the process for placing wagers on important racing events like the Kentucky Derby. Currently, pools must be open for a patron to place an order for a bet. Generally, the Kentucky Derby pool does not open until the morning of the race, so bettors must place their bets the day of the Derby. When races that the player placed the subscription bet on have been completed, the player may be notified of the wager and result of the race by a text message, voice message or other suitable communication.

Since players may have difficulty in sticking with their betting system in lieu of the different possible wagering opportunities, the subscription betting method allows players to set rules or customize their subscription bets in accordance with the player's own betting system. Thus, the player can commit to a betting system. Since subscription betting comprises about 15% of lottery purchases, presenting a player with

an automatic way to place wagers in advance and according to selected parameters or methodology will likely increase on track and offtrack betting and, thus, increase the handle of the pari-mutuel gaming establishments. Further, since the subscription bets are set up once by the player and result in multiple wagers being placed, the tracks will need fewer account wagering telephone operators, self-service terminals and tellers at the track to process/enter bets. Thus, the track may experience a reduced operating cost. To produce an additional revenue stream, the track or organization may charge a fee to patrons for, for example and not by way of limitation, at least one of the establishment, execution and ongoing activation of the subscription as well as programmed bets or provision of ancillary services like text or audio messaging.

Referring now to FIG. 33, a network 300 for conducting the pari-mutuel gaming activities described herein is illustrated. The network 300 may include a plurality of pari-mutuel gaming systems 302A-302D (collectively identified herein as "systems 302") which are operably coupled to one another. Each system 302 may include, for example, a computer 304 with a central processing unit (CPU) 306 or other processing device and associated memory 308. Each computer 304 may be configured with software that enables the computer 304 to conduct the pari-mutuel gaming activities described herein. An input device 310 may be coupled with the computer 304 to interact with players and patrons and receive selections of the players and patrons. The input device 310 may further include a device for accepting a monetary value associated with a pari-mutuel wager wherein the device may include, for example, a coin collector, a bill collector or a card reader. An output device 312 may also be coupled with the computer 304 and configured, for example, to display the pari-mutuel gaming activities described herein. Such an output device 312 may include, for example, a visual display and/or a printing device. Additionally, such an output device 312 may be configured to display the results of a pari-mutuel gaming activity taking place at a remote venue. Thus, for example, a first pari-mutuel gaming system 302A may be located at a first venue while another pari-mutuel system 302D may be located at a second remotely located venue. Thus, the network 300 formed of the plurality of pari-mutuel gaming systems 302A-302D may enable wagering on, and monitoring of, pari-mutuel gaming activities at multiple venues simultaneously, if so desired. In another embodiment, the pari-mutuel gaming systems 302A-302D may be

located at a single venue where, for example, a first pari-mutuel gaming system 302A act as a server while other pari-mutuel gaming systems 302B-302D acts as terminals coupled with the server gaming system 302A.

The exemplary embodiments described herein are not intended to limit the invention or the scope of the appended claims. Various combinations and modifications of the embodiments described herein may be made without departing from the scope of the present invention and all modifications are meant to be included within the scope of the present invention. For instance, various embodiments of the pari-mutuel gaming activities described herein may be used in conjunction with other embodiments of the pari-mutuel gaming activities described herein. Further, the pari-mutuel gaming activities described herein may be implemented by suitably configuring software or hardware systems of pari-mutuel gaming systems and used in conjunction with existing pari-mutuel gaming systems. Thus, while certain exemplary embodiments and details have been described for purposes of illustrating the invention, it will be apparent to those of ordinary skill in the art that various changes in the invention described herein may be made without departing from the scope of the present invention, which is defined in the appended claims.

CLAIMS

What is claimed is:

1. A method of conducting a pari-mutuel gaming activity, the method comprising:

displaying a list of at least one runner in a race;

providing at least one patron an opportunity to select the at least one runner from the list of the at least one runner; and

providing the at least one patron an opportunity to place at least one wager on the at least one selected runner.

2. The method according to claim 1, further comprising:

responsive to the at least one patron selecting the at least one runner, displaying at least one pool of wager options corresponding to the at least one selected runner; and

providing the at least one patron an opportunity to select at least one wager from the at least one displayed pool of wager options.

3. The method according to claim 2, further comprising:

providing the at least one patron an opportunity to position the at least one selected runner; and

responsive to the at least one patron positioning the at least one selected runner, displaying the at least one pool of wager options corresponding to the at least one positioned runner.

4. The method according to claim 3, wherein selecting the at least one runner and positioning the at least one runner occur substantially simultaneously.

5. The method according to claim 2, wherein displaying the at least one pool of wager options and selecting the at least one runner occur substantially simultaneously.

6. The method according to claim 2, further comprising displaying odds for the at least one pool of wager options.

7. The method according to claim 2, further comprising displaying a wager cost for the at least one pool of wager options.

8. The method according to claim 2, further comprising:

providing the at least one patron with an opportunity to select a specified number of runners from the list; and

responsive to the at least one patron selecting the specified number of runners in the race, displaying the at least one pool of wager options for the specified number of runners.

9. The method according to claim 8, further comprising providing the at least one patron an opportunity to position the specified number of runners.

10. The method according to claim 2, further comprising displaying probables data for the at least one pool of wager options.

11. The method according to claim 1 or 2, further comprising marking an indicia corresponding to the at least one selected runner or the at least one selected wager.

12. The method according to claim 2, further comprising providing the at least one patron another opportunity to place another wager in response to the at least one selected wager.

13. The method according to claim 1, wherein providing the at least one patron the opportunity to select the at least one runner comprises providing the at least one patron an opportunity to select a plurality of runners.

14. The method according to claim 1, further comprising providing the at least one patron an opportunity to apportion a monetary amount of the at least one wager.

15. The method according to claim 11, further comprising providing the at least one patron an opportunity to place a second wager including the at least one selected runner or the at least one selected wager represented by the marked indicia.

16. The method according to claim 11, wherein marking the indicia representing the at least one runner or the at least one wager comprises placing the indicia next to an area representing the at least one runner or the at least one wager, formatting the area representing the at least one runner or the at least one wager, varying a color of the area of the at least one area representing the at least one runner or the at least one wager, varying a shading of the area representing the at least one runner or the at least one wager, or combinations thereof.

17. The method according to claim 1, wherein the displaying the list of the at least one runner in the race comprises displaying the list of a plurality of runners in the race.

18. The method according to claim 1, further comprising:

displaying the list of the at least one runner in a table;

wherein at least one column of the table comprises the at least one runner and at least one row of the table comprises the at least one runner;

wherein the at least one column and the at least one row of the table intersect at least one cell; and

providing the at least one patron the opportunity to place the at least one wager comprises selecting the at least one cell.

19. The method according to claim 18, further comprising:

providing the at least one patron an opportunity to position the at least one runner; and

displaying at least one nonpositioned runner on the at least one column and the at least one row of the table.

20. The method according to claim 18, further comprising displaying probables information for the at least one runner in the at least one cell.

21. The method according to claim 18, further comprising marking the at least one cell selected by the at least one patron.

22. The method according to claim 21, wherein marking the at least one cell comprises placing an indicia next to the at least one selected cell, formatting the at least one selected cell, varying a color of the at least one selected cell, varying a shading of the at least one selected cell, or combinations thereof.

23. The method according to claim 18, further comprising:

providing the at least one patron a second opportunity to place a second wager on the race; and

wherein the second wager comprises the at least one runner.

24. The method according to claim 18, wherein displaying the table comprising the at least one runner comprises displaying the table having a plurality of runners.

25. The method according to claim 1, further comprising providing the at least one patron an opportunity to sort an order of the list of the at least one runner.

26. The method according to claim 25, wherein providing the opportunity to sort the order of the list of the at least one runner comprises allowing the at least one patron to sort the list of the at least one runner according to runner number, bet number, win odds, leading runner odds, runner speed, runner pace, a handicapping factor, or any combinations thereof.

27. The method according to any one of claims 1 through 26, wherein the at least one wager comprises an exacta, a quinella, a trifecta, a superfecta, a hexafecta, a pentafecta, a daily double, a pick three, a pick four, a pick six or any combination thereof.

28. A method of conducting a pari-mutuel gaming activity, the method comprising:

displaying at least one portion of at least one first pari-mutuel wager on a race; and

providing at least one patron an opportunity to place the at least one first pari-mutuel wager.

29. The method according to claim 28, further comprising:

responsive to the at least one patron placing the at least one first pari-mutuel wager, providing the at least one patron a second opportunity to place at least one second pari-mutuel wager on the race.

30. The method according to claim 29, wherein the at least one second pari-mutuel wager includes at least one runner of the at least one first pari-mutuel wager.

31. The method according to claim 29, wherein the at least one second pari-mutuel wager is not related to the at least one first pari-mutuel wager.

32. The method according to claim 29, further comprising:

providing the at least one patron an opportunity to select at least one runner;

wherein the at least one selected runner makes up a portion of the at least one second pari-mutuel wager.

33. The method according to claim 28, wherein providing the at least one patron with the opportunity to place the at least one first pari-mutuel wager comprises:

generating a pool of wager options including at least one first runner and at least one second runner; and

displaying a pool of wager options to the least one patron.

34. The method according to claim 33, further comprising marking an area of the displayed pool of wager options representing the at least one first runner.

35. The method according to claim 29, further comprising displaying tote data in conjunction with at least one of the at least one first pari-mutuel wager and the at least one second pari-mutuel wager.

36. The method according to claim 28, further comprising selecting the at least one portion of the at least one first pari-mutuel wager.

37. The method according to claim 36, wherein the at least one patron places the at least one first pari-mutuel wager by making a single selection.

38. The method according to claim 37, further comprising:

displaying the at least one selected portion of the at least one first pari-mutuel wager on an area of a display element; and

making the single selection comprises selecting an area of the display element.

39. The method according to claim 36, further comprising:

wherein selecting the at least one position comprises selecting a runner;

displaying the runner of the at least one first pari-mutuel wager.

40. The method according to claim 38, wherein displaying the at least one selected portion of the at least one first pari-mutuel wager comprises displaying a handicapping personality for, or method of, selecting a runner of the at least one first pari-mutuel wager.

41. The method according to claim 38, further comprising:

selecting the at least one position of the at least one first pari-mutuel wager comprises using a method or an algorithm to select a runner; and

wherein the selection is based, at least in part, on past performance data of the runner or tote data overlaid with the handicapping personality of the runner.

42. The method according to claim 38, wherein displaying the at least one selected portion of the at least one first pari-mutuel wager comprises displaying an amount of the at least one first pari-mutuel wager.

43. The method according to claim 36, further comprising charging a fee to the at least one patron for selecting the at least one portion of the at least one first pari-mutuel wager.

44. The method according to claim 36, further comprising providing the at least one patron with an opportunity to select another portion of the at least one first pari-mutuel wager.

45. The method according to claim 36, further comprising:

responsive to the at least one patron placing the at least one first pari-mutuel wager, providing the at least one patron an opportunity to place a second pari-mutuel wager; and

wherein the second pari-mutuel wager is based, at least in part, on the at least one selected portion of the at least one first pari-mutuel wager.

46. The method according to claim 36, wherein:

selecting the at least one portion of the at least one first pari-mutuel wager on the race comprises selecting a track, a race, a pool, a runner or a combination of at least two of the foregoing elements of the at least one first pari-mutuel wager; and

displaying the selected track, race, pool, runner, or the combination of at least two of the foregoing elements of the at least one first pari-mutuel wager to the at least one patron.

47. The method according to claim 36, further comprising allowing the at least one patron to select the at least one portion of the at least one first pari-mutuel wager.

48. The method according to claim 36, further comprising:

wherein selecting the at least one portion of the at least one first pari-mutuel wager comprises providing the at least one patron an opportunity to select an area on a display element; and

responsive to the at least one patron selecting the area on the display element, providing the at least one patron an option to place more than one multi-position or multi-leg wager;

wherein the more than one multi-position or multi-leg wager may be effectuated without reselecting a pool.

49. The method according to claim 36, further comprising:

wherein selecting the at least one portion of the at least one first pari-mutuel wager comprises providing the at least one patron an opportunity to select an area of a display element; and

responsive to the at least one patron selecting the area on the display element, placing the at least one first pari-mutuel wager comprises placing a multi-position pari-mutuel wager on behalf of the at least one patron;

wherein an amount of the multi-position pari-mutuel wager is a minimum amount of a pool of the multi-position wager or further providing the at least one patron a second opportunity to enter an amount of the multi-position wager.

50. The method according to claim 28, further comprising:

wherein the at least one portion of the at least one first pari-mutuel wager comprises a position of the at least one first pari-mutuel wager, displaying at least one graphic area representing the position of the at least one first pari-mutuel wager on a display element;

providing the at least one patron an opportunity to select the at least one graphic area;

providing the at least one patron an opportunity to place a runner of the pari-mutuel gaming activity in the position of the at least one first pari-mutuel wager; and

responsive to the at least one patron or teller placing the runner and selecting the at least one graphic area, displaying the placed runner in the position of the at least one first pari-mutuel wager in the at least one selected graphic area.

51. The method according to claim 50, wherein displaying the at least one graphic area comprises displaying a first position, a second position and a third position of the at least one first pari-mutuel wager in respective associated graphics areas.

52. The method according to claim 50, wherein the at least one patron is provided with the opportunity to select the at least one graphic area and is provided with the opportunity to select the runner of the pari-mutuel gaming activity in any order.

53. The method according to claim 50, further comprising providing the at least one patron an opportunity to add another runner or delete the placed runner of the position of the at least one first pari-mutuel wager.

54. The method according to claim 53, wherein the opportunity to add the another runner or delete the placed runner of the position of the at least one first pari-mutuel wager does not require removing the placed runner of the position.

55. The method according to claim 50, further comprising:

providing the at least one patron an opportunity to copy the placement of the runner in the position to another position of the pari-mutuel wager; and

displaying the copied runner in another graphic area associated with the another position of the pari-mutuel wager.

56. The method according to claim 28, further comprising:

providing the at least one patron an opportunity to place a runner in a position of the at least one first pari-mutuel wager;

wherein displaying the at least one portion of the at least one first pari-mutuel wager comprises displaying a runner of a position in a graphic area on a display element;

providing the at least one patron an opportunity to copy the placement of the runner in the position to another position of the pari-mutuel wager; and

displaying the copied runner in another graphic area associated with the another position of the pari-mutuel wager.

57. The method according to claim 56, further comprising providing the at least one patron an opportunity to add or delete a runner from the position associated with the graphic area or the another position associated with the another graphic area.

58. The method according to any one of claims 28 through 57, further comprising selecting the at least one first pari-mutuel wager from the group consisting of a win, a place, a show, an exacta, a quinella, a trifecta, a superfecta, a hexafecta, a pentafecta, a daily double, a pick three, a pick four, a pick six, a wheel, a box, and any combinations thereof.

59. A method of conducting a pari-mutuel gaming activity, the method comprising:

providing at least one patron an opportunity to designate at least one rule for the placement of at least one wager on at least one race; and

in response to the at least one rule occurring, automatically placing the at least one wager on the at least one race.

60. The method according to claim 59, further comprising providing the at least one patron with an opportunity to pay for the at least one wager with a player account on a pari-mutuel gaming system.

61. The method according to claim 59, wherein designating the at least one rule comprises at least one of selecting a track, selecting an amount of the at least one wager, selecting the at least one wager from a pool of wagers, selecting at least one runner, and funding the at least one wager up front.

62. The method according to claim 59, wherein the at least one rule comprises a tote data rule, past performance data, a track condition, a race detail, and combinations thereof.

63. The method according to claim 59, further comprising notifying the at least one patron of an outcome of the at least one race.

64. The method according to claim 59, wherein:

the at least one rule does not occur; and

canceling the at least one wager or placing the at least one wager on another race.

65. The method according to claim 59, further comprising charging a fee for providing the at least one player the opportunity to designate the at least one rule.

66. The method according to claim 59, wherein the at least one race comprises a plurality of races.

67. The method according to claim 66, wherein the plurality of races occur over a period of more than one day.

68. The method according to claim 66, wherein the plurality of races occur at more than one track.

69. A method of presenting a pari-mutuel gaming activity to a patron, the method comprising:

providing a menu having at least one variable rule, wherein the at least one variable rule corresponds to at least one area of a display element;

displaying the at least one area on the display element;

enabling an organization conducting the pari-mutuel gaming activity to modify the at least one variable rule;

wherein the organization modifies the at least one variable rule; and

changing the at least one area displayed on the display element in accordance with the modification of the at least one variable rule.

70. The method according to claim 69, wherein the at least one variable rule comprises a size of the at least one area, an appearance of the at least one area, a sort order of the at least one area, filtering of the at least one area, grouping of the at least one area, searching of the at least one area, and combinations thereof.

71. The method according to claim 69, wherein:

the at least one variable rule comprises a portion of at least one wager; and

wherein the portion of the at least one wager comprises at least one of a track selection, a race selection, a pool selection, an amount of the at least one wager, a quantity of the at least one wager, a money amount of a total wager selection and a marketing message or function.

72. The method according to claim 69, wherein the at least one area comprises an advertising graphic.

73. A system for conducting a pari-mutuel gaming activity, the system comprising:

a display element for displaying information associated with a pari-mutuel gaming activity;

an input device for interacting with at least one patron;

a computer operatively configured with software; and

wherein the software is operatively configured to enable the computer to conduct the pari-mutuel gaming activity of any of claims 1 through 68.

74. A system for presenting a pari-mutuel gaming activity, the system comprising:

a display element for displaying information associated with the pari-mutuel gaming activity;

an input device for interacting with at least one patron;

a computer operatively configured with software;

a control display for enabling an organization to view options for presenting the pari-mutuel gaming activity; and

wherein the software is operatively configured to enable the computer to present the pari-mutuel gaming activity of any of claims 68 through 72 on the display element.

FIG. 1
(PRIOR ART)

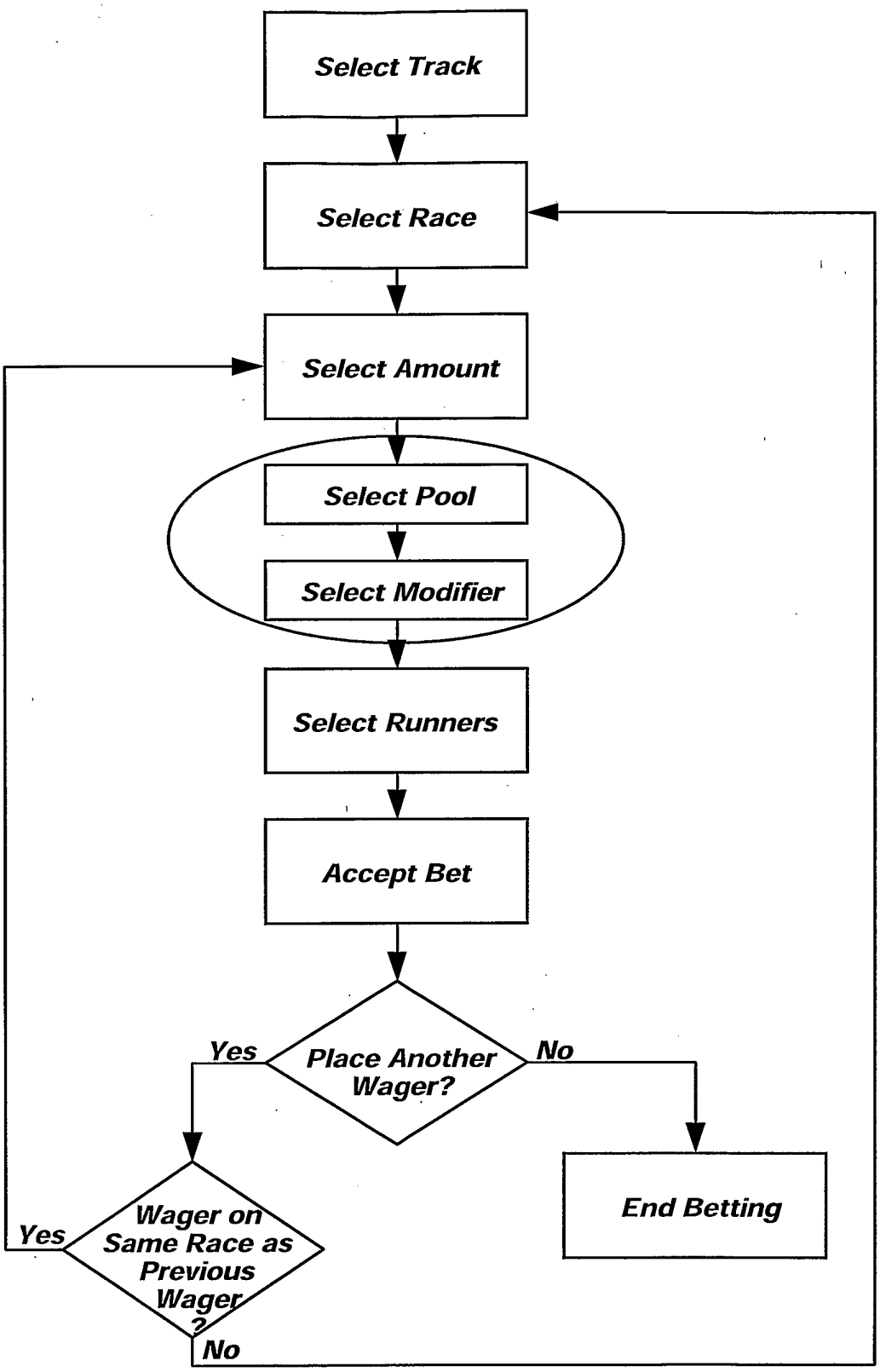


FIG. 2
(PRIOR ART)

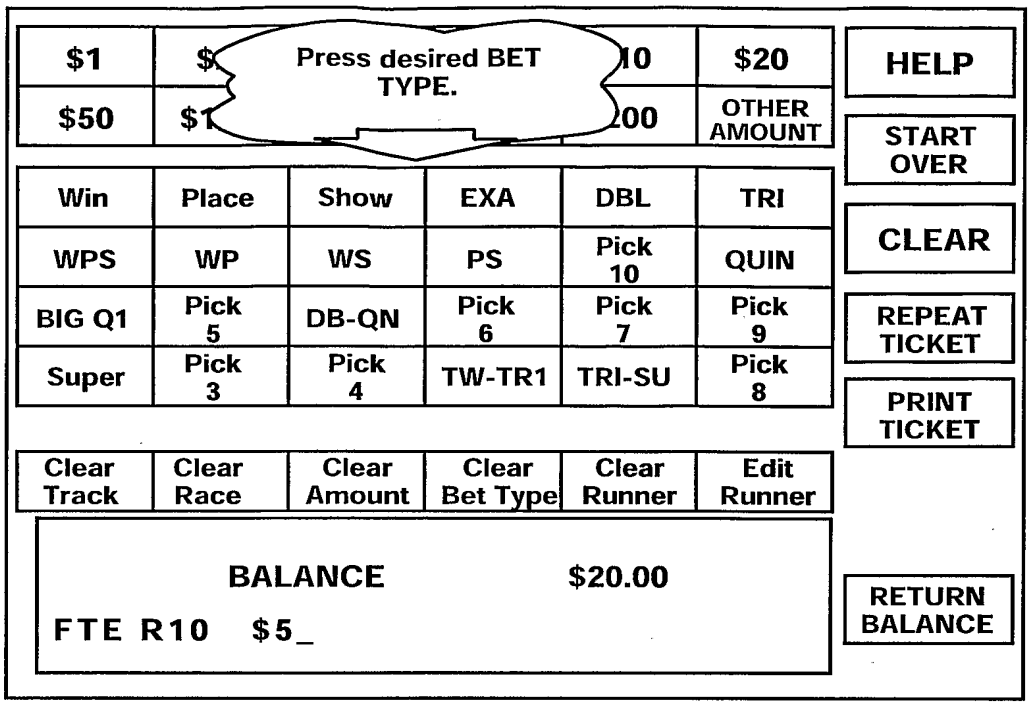


FIG. 3
(PRIOR ART)

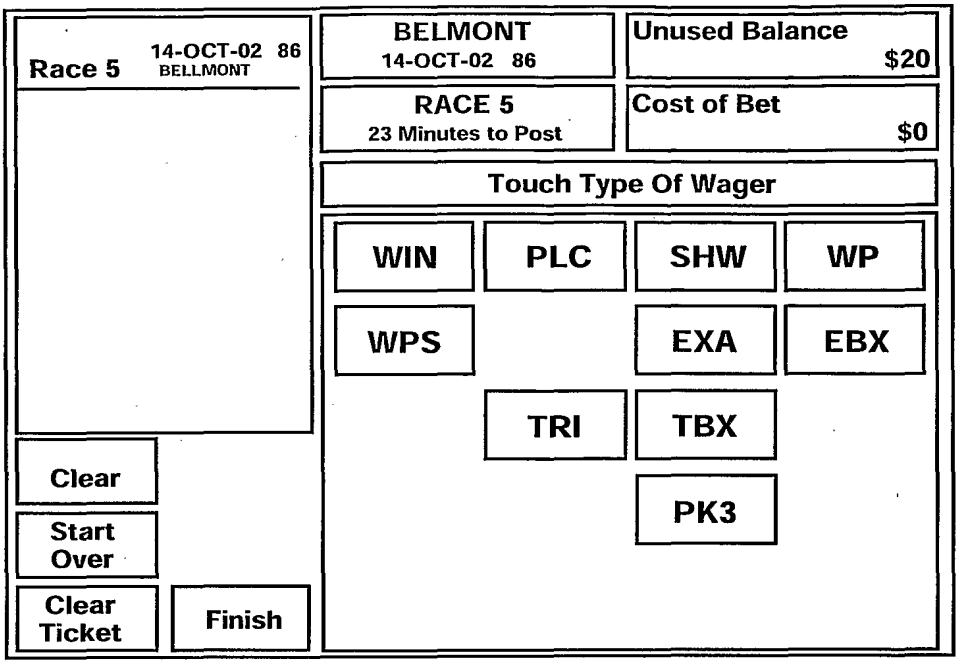


FIG. 4
(PRIOR ART)

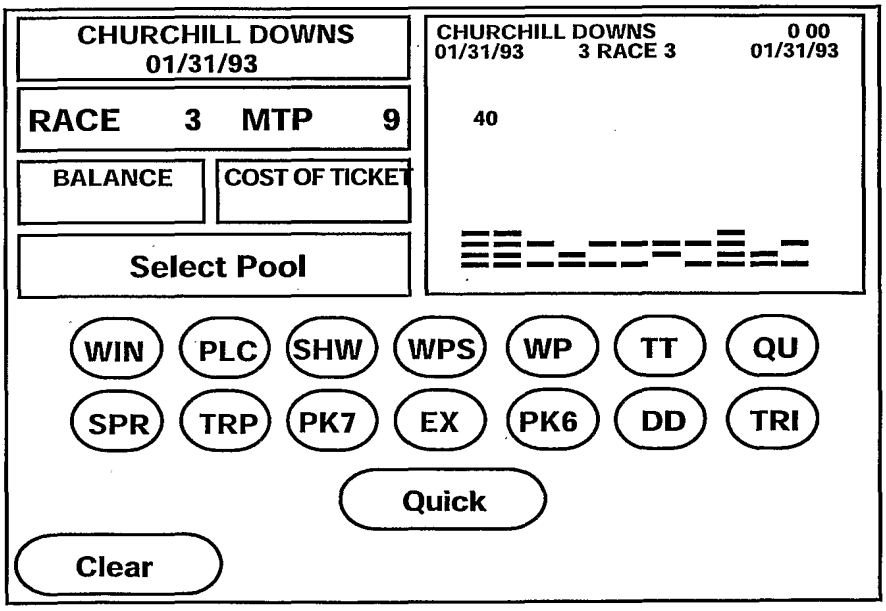


FIG. 5
(PRIOR ART)

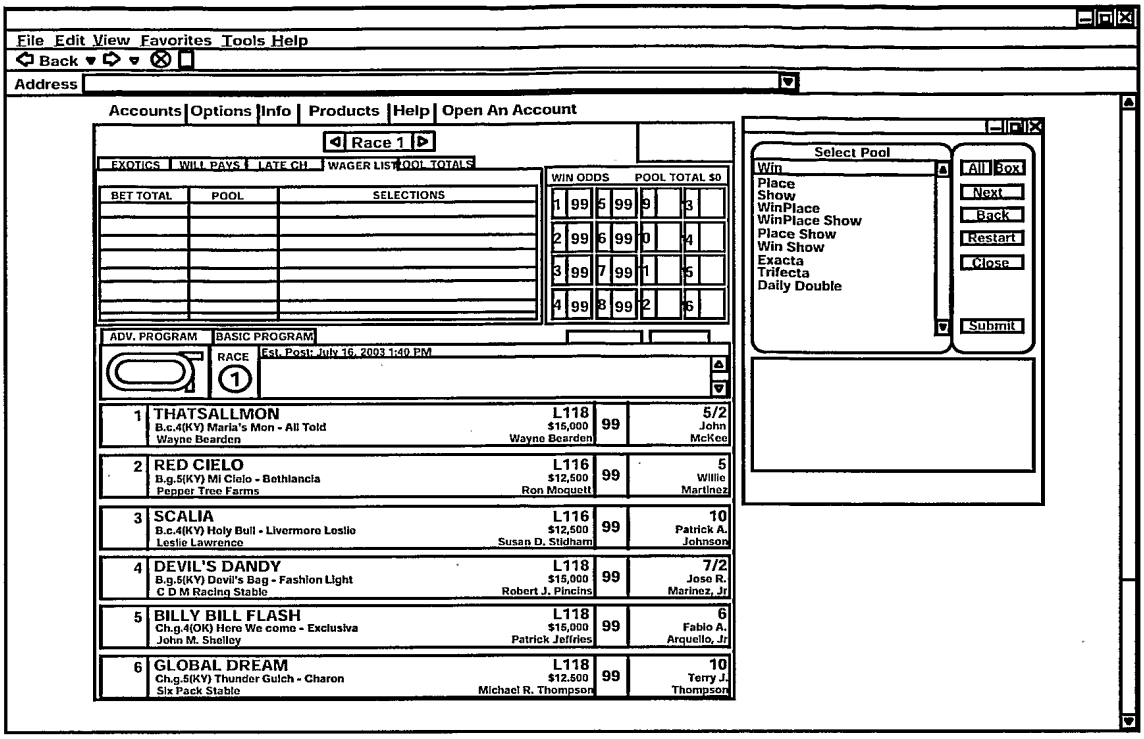


FIG. 6
(PRIOR ART)

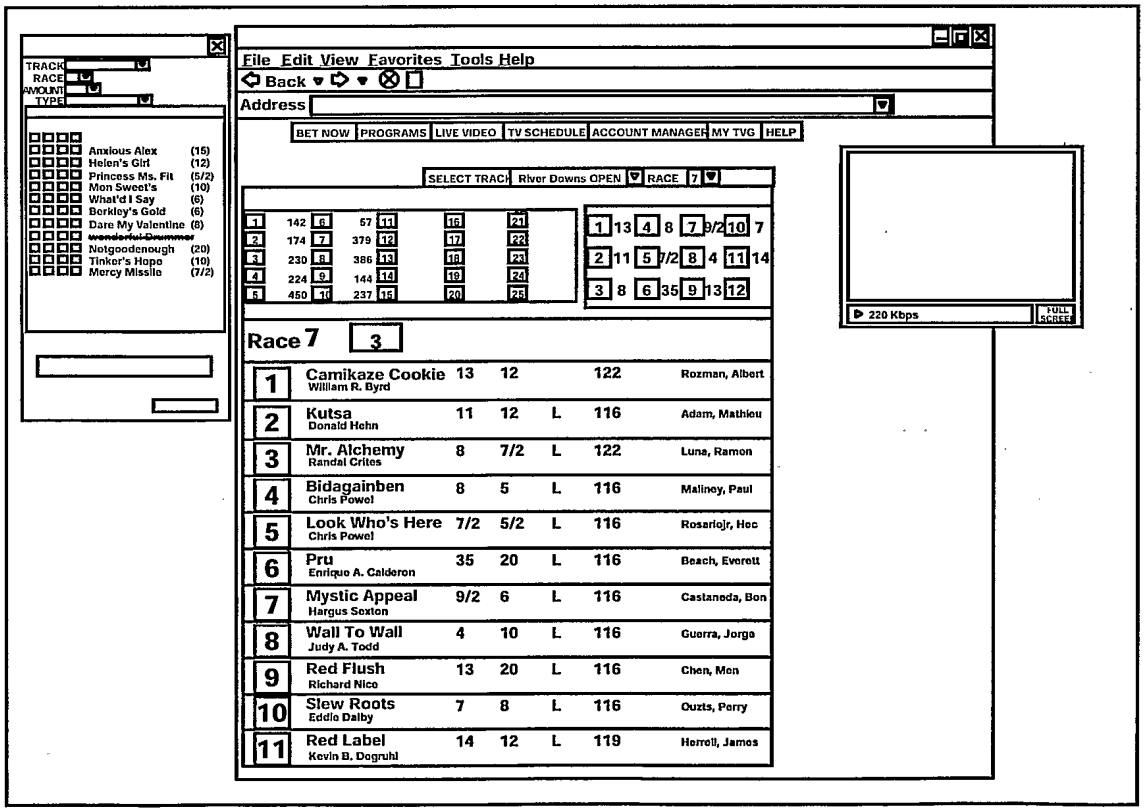


FIG. 7
(PRIOR ART)

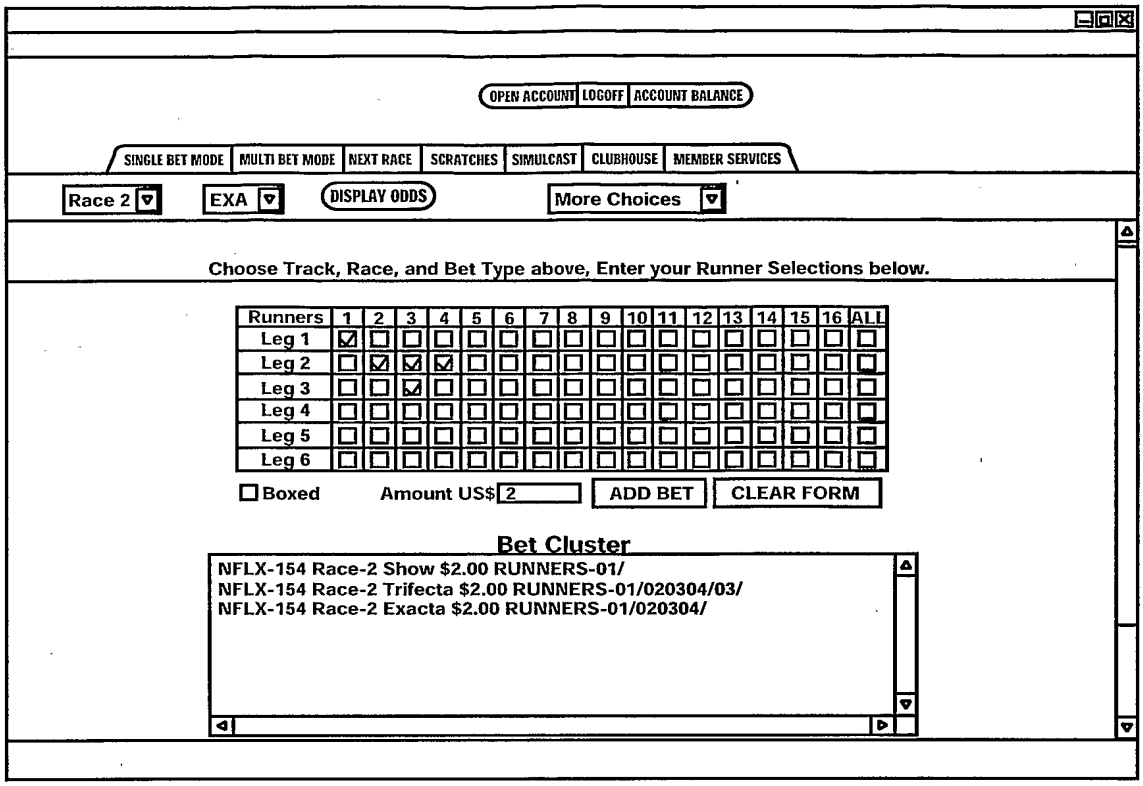


FIG. 8
(PRIOR ART)

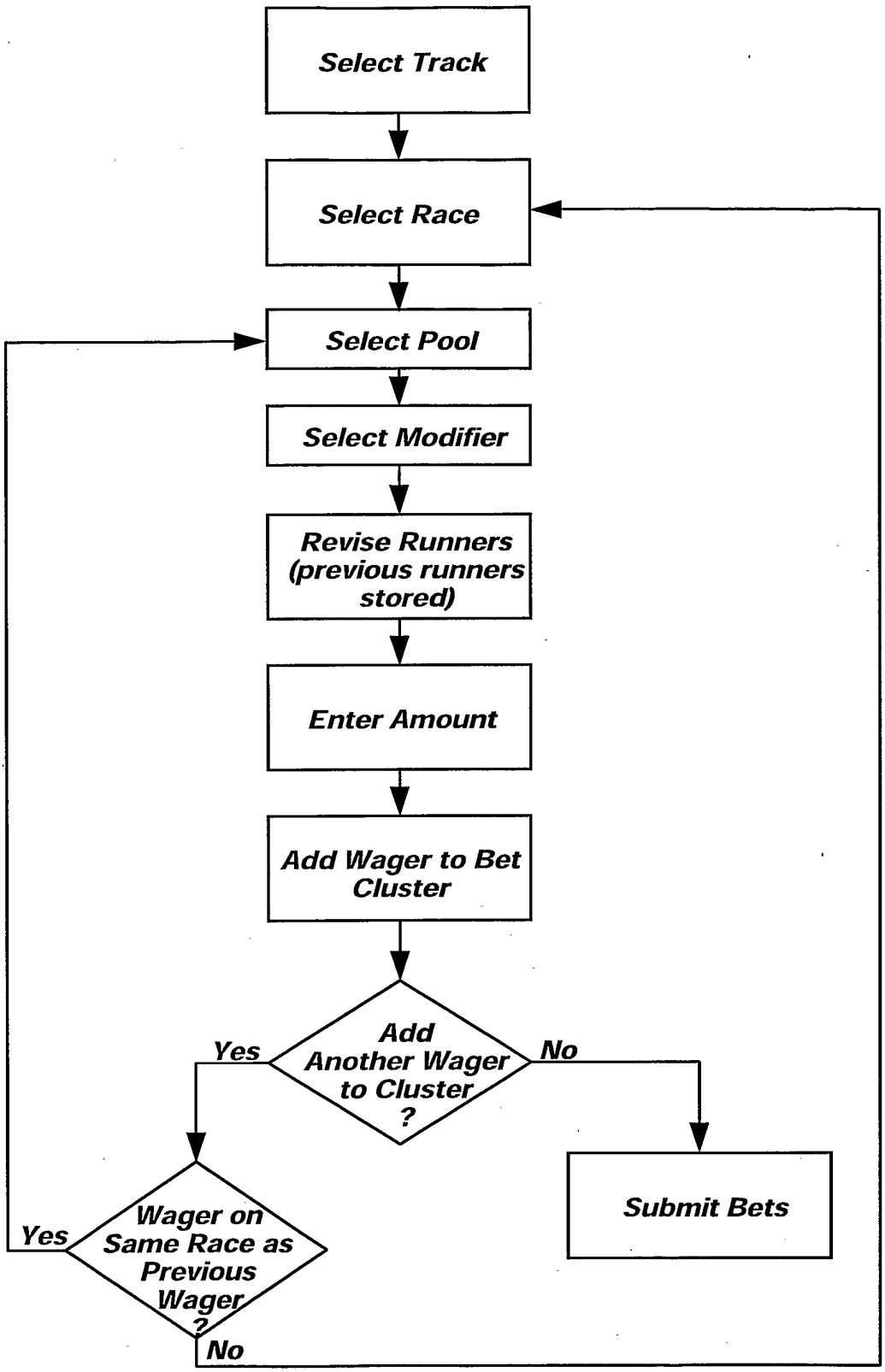


FIG. 9
(PRIOR ART)

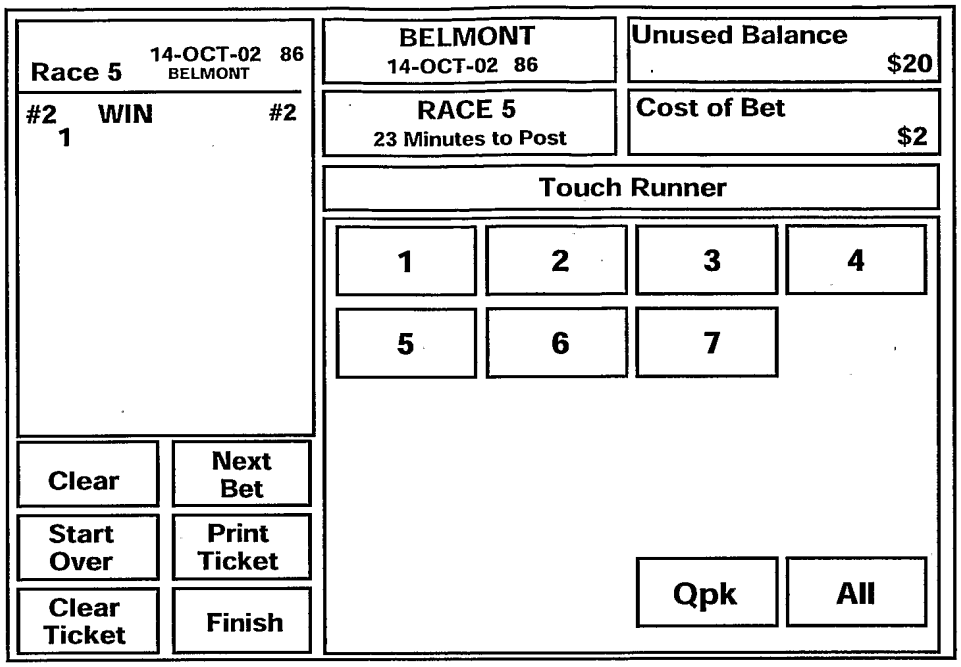


FIG. 10
(PRIOR ART)

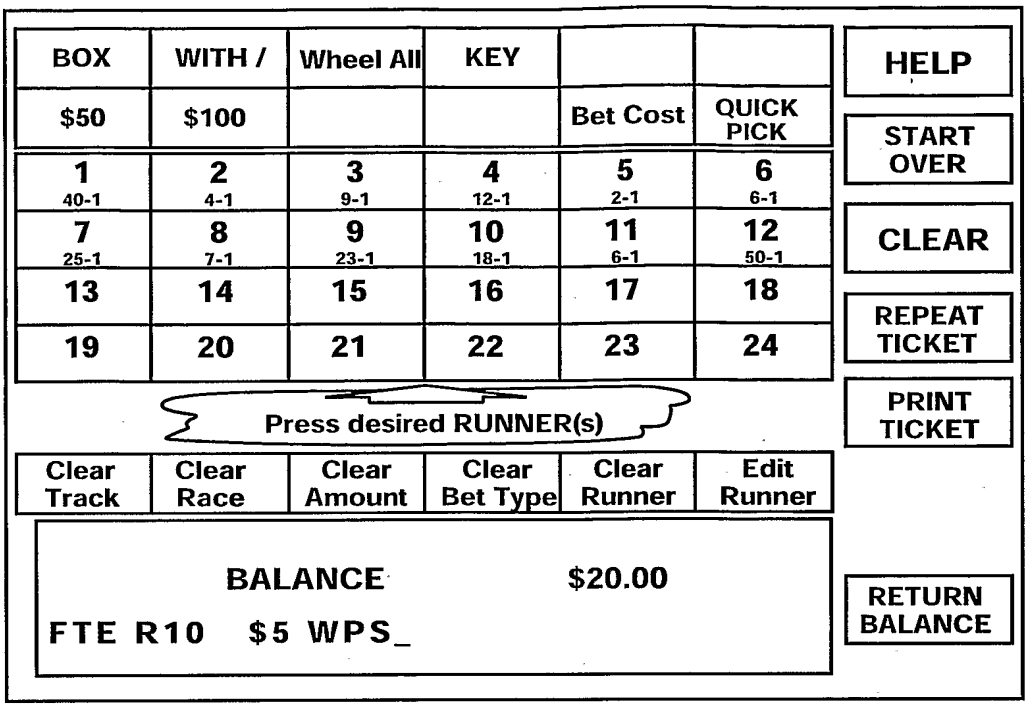


FIG. 11
(PRIOR ART)

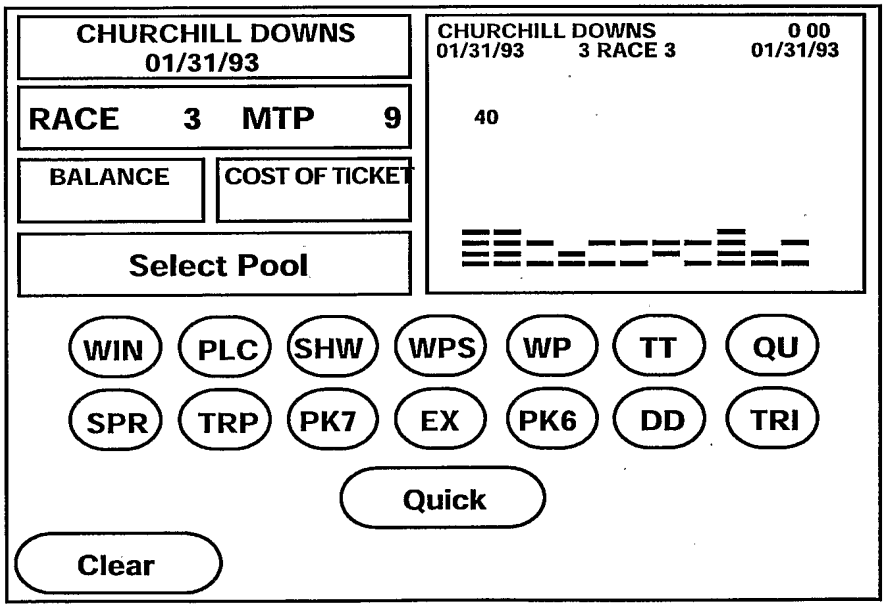


FIG. 12
(PRIOR ART)

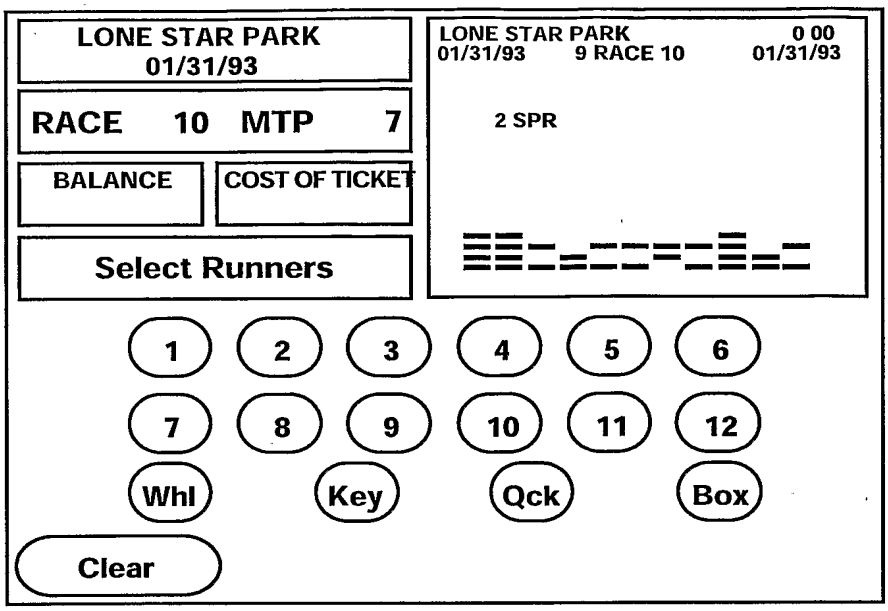


FIG. 13
(PRIOR ART)

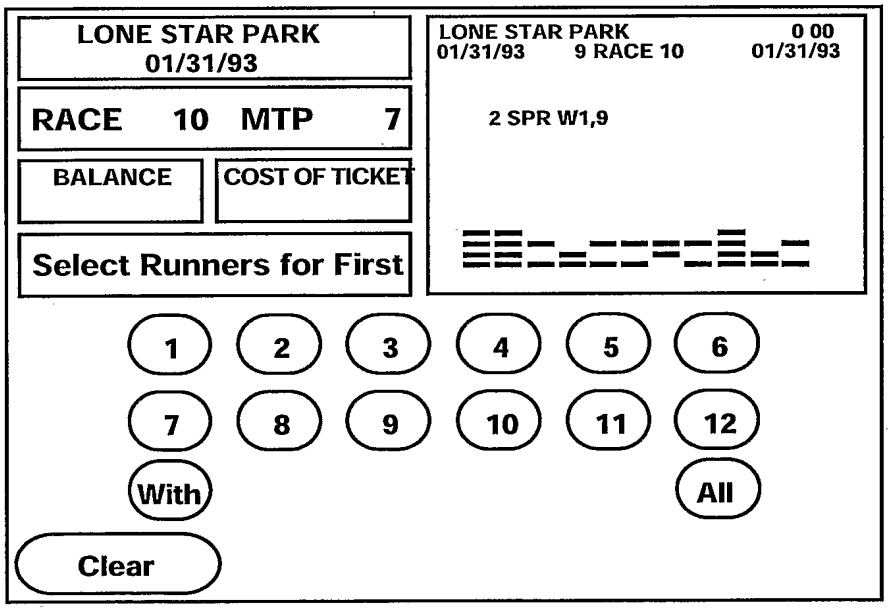


FIG. 14
(PRIOR ART)

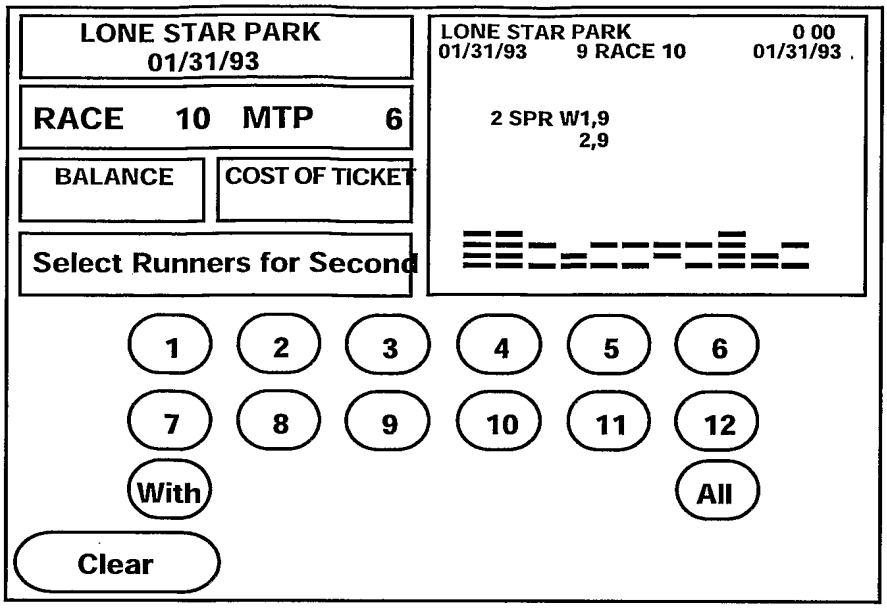


FIG. 15
(PRIOR ART)

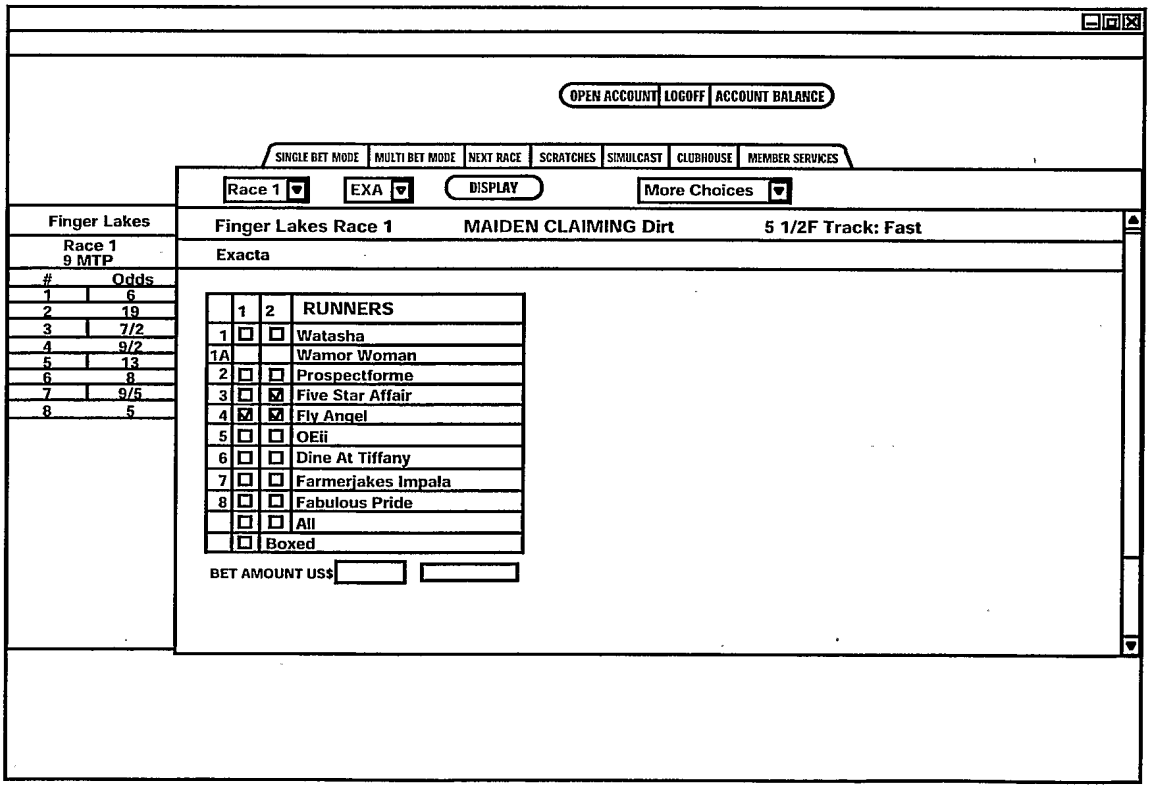


FIG. 16
(PRIOR ART)

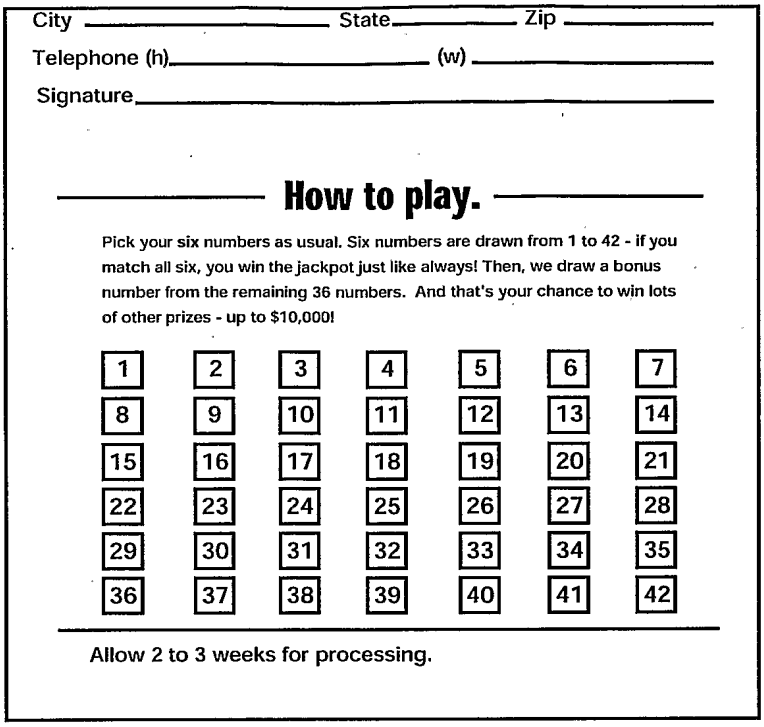
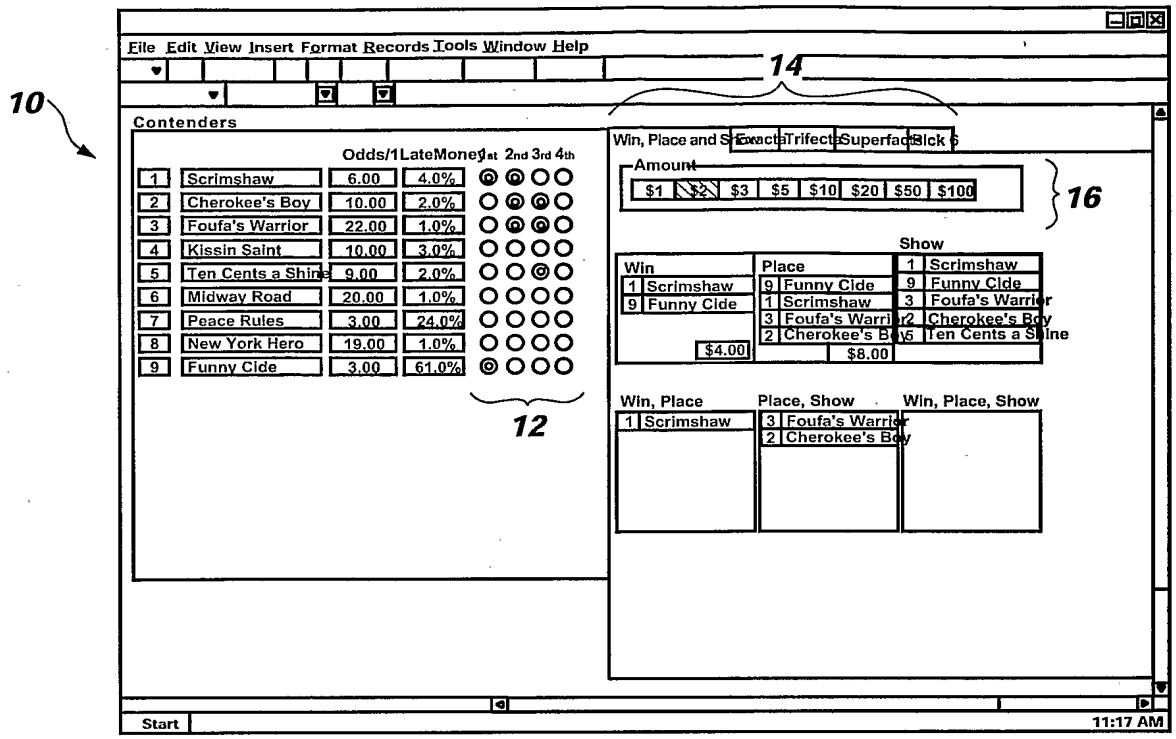


FIG. 17
(PRIOR ART)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3 Foufa's Warrior 22.00 1.0%
4 Kissin Saint 10.00 3.0%
5 Ten Cents a Shine 9.00 2.0%
6 Midway Road 20.00 1.0%
7 Peace Rules 3.00 24.0%
8 New York Hero 19.00 1.0%
9 Funny Cide 3.00 61.0%
12
Win, Place and Show
Exacta
Trifecta
Superfecta
Pick 6
Amount
$1 $2 $3 $5 $10 $20 $50 $100
16
Win
1 Scrimshaw
9 Funny Cide
$4.00
Place
9 Funny Cide
1 Scrimshaw
3 Foufa's Warrior
2 Cherokee's Boy
$8.00
Show
1 Scrimshaw
9 Funny Cide
3 Foufa's Warrior
2 Cherokee's Boy
5 Ten Cents a Shine
Win, Place
1 Scrimshaw
Place, Show
3 Foufa's Warrior
2 Cherokee's Boy
Win, Place, Show
Start
11:17 AM

FIG. 18

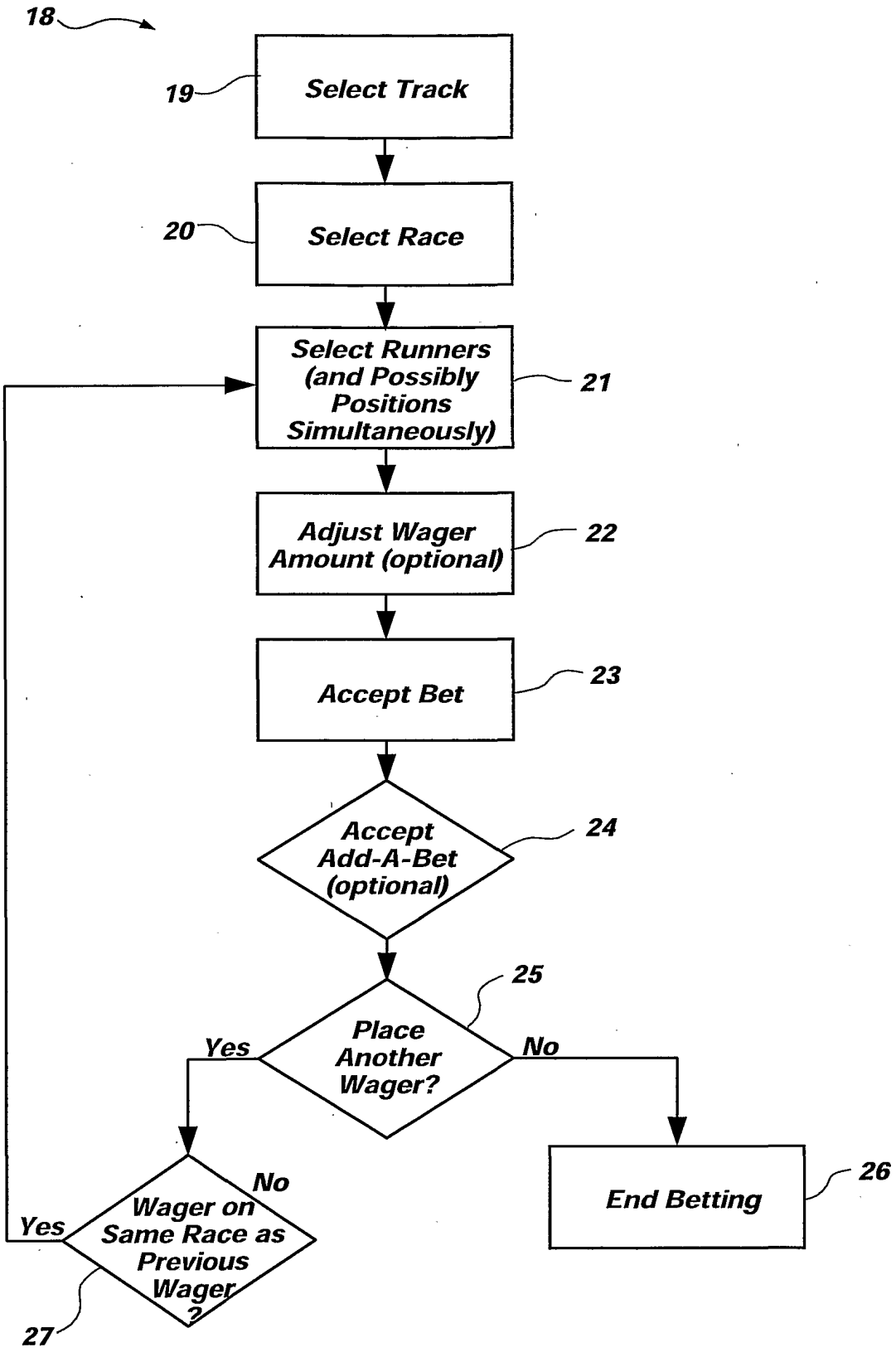

18
19
Select Track
20
Select Race
Select Runners (and Possibly Positions Simultaneously)
21
Adjust Wager Amount (optional)
22
Accept Bet
23
Accept Add-A-Bet (optional)
24
25
Place Another Wager?
Yes
No
End Betting
26
No
Wager on Same Race as Previous Wager
Yes
27

FIG. 19

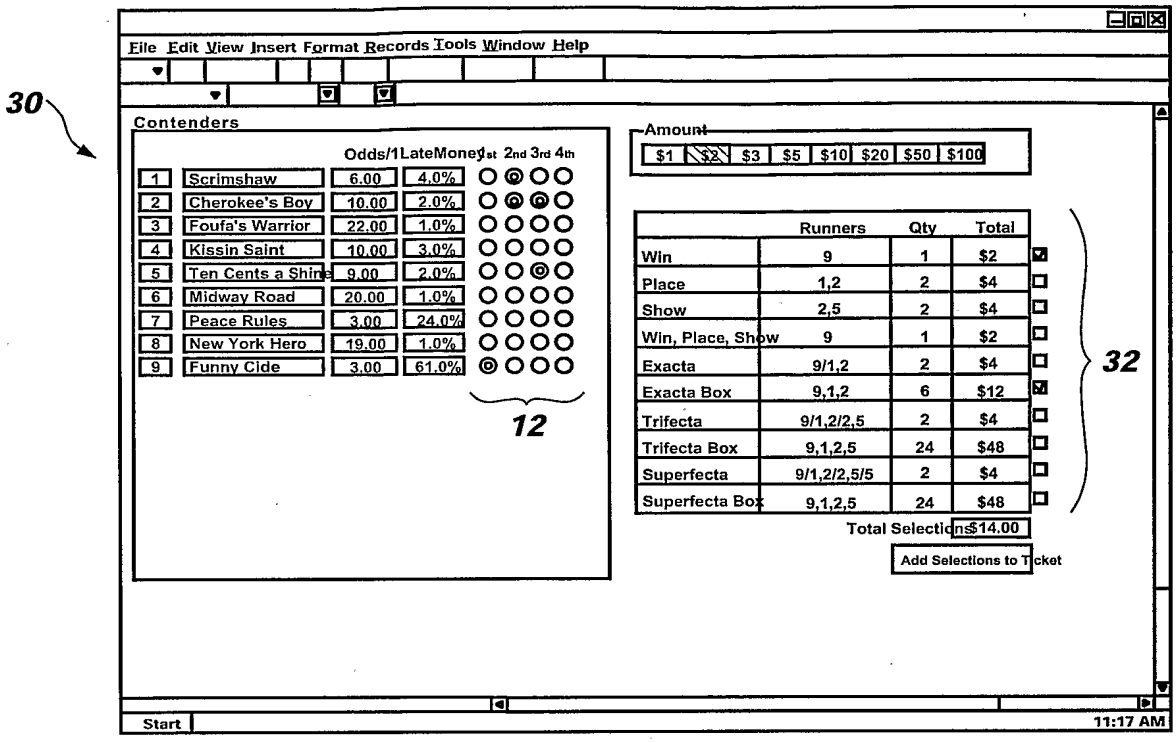

30
File Edit View Insert Format Records Tools Window Help
Contenders
Odds/1 Late Money 1st 2nd 3rd 4th
1 Scrimshaw 6.00 4.0%
2 Cherokee's Boy 10.00 2.0%
3 Foufa's Warrior 22.00 1.0%
4 Kissin Saint 10.00 3.0%
5 Ten Cents a Shine 9.00 2.0%
6 Midway Road 20.00 1.0%
7 Peace Rules 3.00 24.0%
8 New York Hero 19.00 1.0%
9 Funny Cide 3.00 61.0%
12
Amount
$1 $2 $3 $5 $10 $20 $50 $100
Runners Qty Total
Win 9 1 $2
Place 1,2 2 $4
Show 2,5 2 $4
Win, Place, Show 9 1 $2
Exacta 9/1,2 2 $4
Exacta Box 9,1,2 6 $12
Trifecta 9/1,2/2,5 2 $4
Trifecta Box 9,1,2,5 24 $48
Superfecta 9/1,2/2,5/5 2 $4
Superfecta Box 9,1,2,5 24 $48
32
Total Selections $14.00
Add Selections to Ticket
Start
11:17 AM

FIG. 20

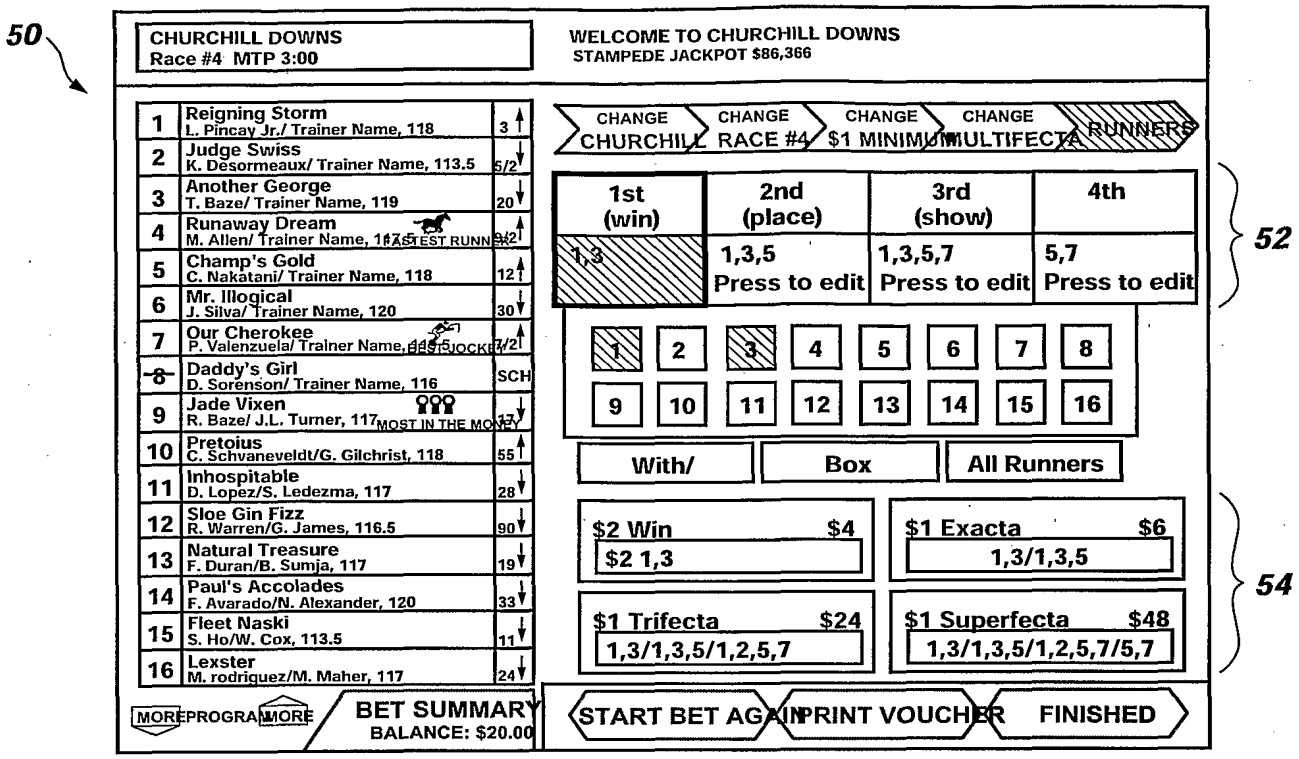

50
CHURCHILL DOWNS
Race #4 MTP 3:00
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $86,366
1 Reigning Storm L. Pincay Jr./ Trainer Name, 118 3
2 Judge Swiss K. Desormeaux/ Trainer Name, 113.5 5/2
3 Another George T. Baze/ Trainer Name, 119 20
4 Runaway Dream M. Allen/ Trainer Name, 117 FASTEST RUNNER 9/2
5 Champ's Gold C. Nakatani/ Trainer Name, 118 12
6 Mr. Illogical J. Silva/ Trainer Name, 120 30
7 Our Cherokee P. Valenzuela/ Trainer Name, 115 BEST JOCKEY 7/2
8 Daddy's Girl D. Sorenson/ Trainer Name, 116 SCH
9 Jade Vixen R. Baze/ J.L. Turner, 117 MOST IN THE MONEY 17
10 Pretoius C. Schvaneveldt/G. Gilchrist, 118 55
11 Inhospitable D. Lopez/S. Ledezma, 117 28
12 Sloe Gin Fizz R. Warren/G. James, 116.5 90
13 Natural Treasure F. Duran/B. Sumja, 117 19
14 Paul's Accolades F. Avarado/N. Alexander, 120 33
15 Fleet Naski S. Ho/W. Cox, 113.5 11
16 Lexster M. rodriguez/M. Maher, 117 24
MORE PROGRAM MORE
BET SUMMARY
BALANCE: $20.00
CHANGE CHURCHILL
CHANGE RACE #4
CHANGE $1 MINIMUM
CHANGE MULTIFECTA
RUNNERS
1st (win)
2nd (place)
3rd (show)
4th
1,3
1,3,5 Press to edit
1,3,5,7 Press to edit
5,7 Press to edit
52
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
With/
Box
All Runners
$2 Win $4
$2 1,3
$1 Exacta $6
1,3/1,3,5
$1 Trifecta $24
1,3/1,3,5/1,2,5,7
$1 Superfecta $48
1,3/1,3,5/1,2,5,7/5,7
54
START BET AGAIN
PRINT VOUCHER
FINISHED

FIG. 21

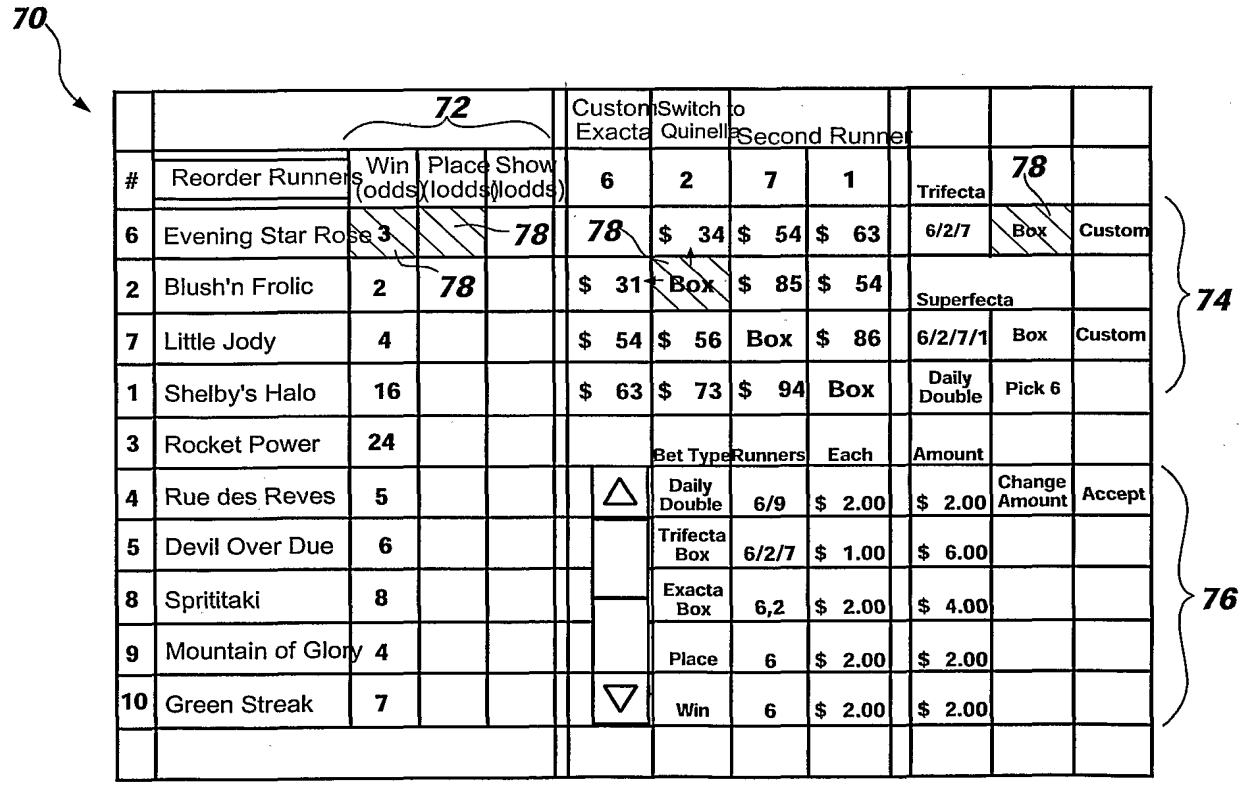

70
72
Custom Exacta
Switch to Quinella
Second Runner
Reorder Runners
Win (odds)
Place (odds)
Show (odds)
6 2 7 1
6 Evening Star Rose 3 78 78 $ 34 $ 54 $ 63
2 Blush'n Frolic 2 78 $ 31 Box $ 85 $ 54
7 Little Jody 4 $ 54 $ 56 Box $ 86
1 Shelby's Halo 16 $ 63 $ 73 $ 94 Box
3 Rocket Power 24
4 Rue des Reves 5
5 Devil Over Due 6
8 Spritiitaki 8
9 Mountain of Glory 4
10 Green Streak 7
Bet Type Runners Each
Daily Double 6/9 $ 2.00
Trifecta Box 6/2/7 $ 1.00
Exacta Box 6,2 $ 2.00
Place 6 $ 2.00
Win 6 $ 2.00
Trifecta 78
6/2/7 Box Custom
Superfecta
6/2/7/1 Box Custom
Daily Double Pick 6
Amount
$ 2.00 Change Amount Accept
$ 6.00
$ 4.00
$ 2.00
$ 2.00
74
76

FIG. 22

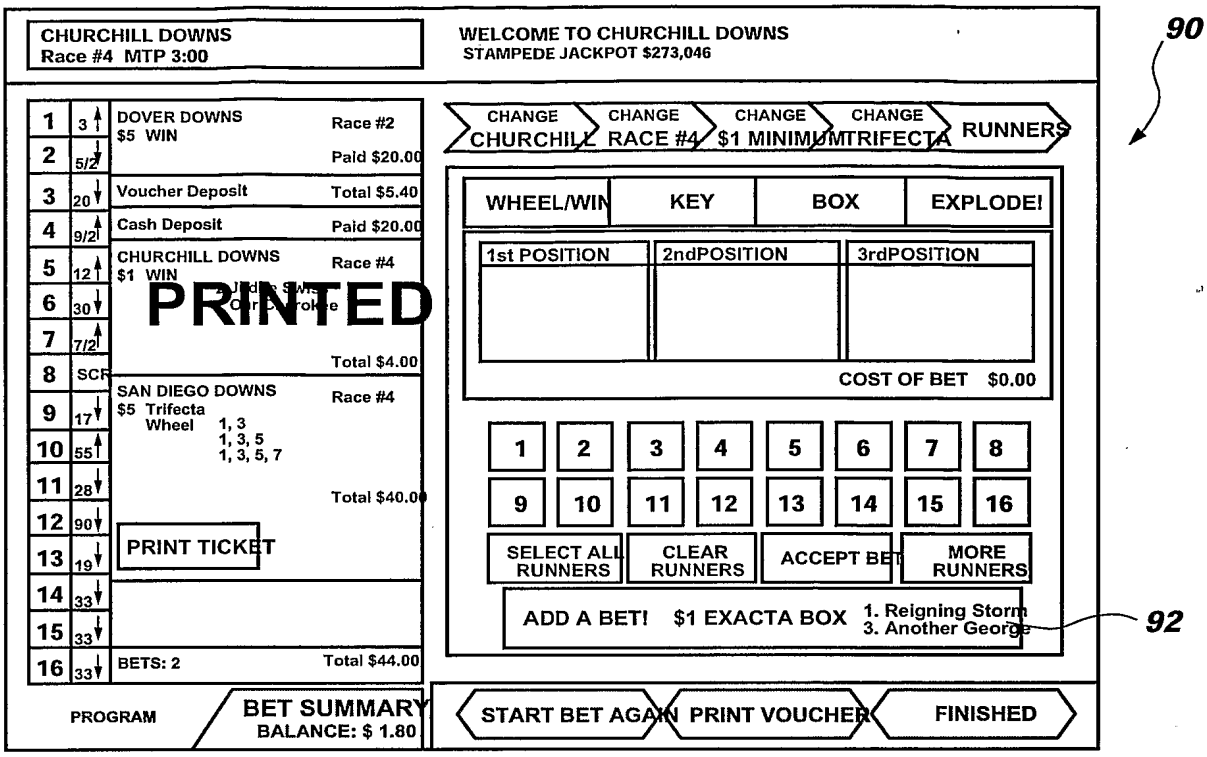

CHURCHILL DOWNS
Race #4 MTP 3:00
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $273,046
90
1 3
2 5/2
3 20
4 9/2
5 12
6 30
7 7/2
8 SCR
9 17
10 55
11 28
12 90
13 19
14 33
15 33
16 33
DOVER DOWNS
$5 WIN
Race #2
Paid $20.00
Voucher Deposit
Total $5.40
Cash Deposit
Paid $20.00
CHURCHILL DOWNS
$1 WIN
Race #4
PRINTED
Total $4.00
SAN DIEGO DOWNS
$5 Trifecta
Wheel 1, 3
1, 3, 5
1, 3, 5, 7
Race #4
Total $40.00
PRINT TICKET
BETS: 2
Total $44.00
PROGRAM
BET SUMMARY
BALANCE: $ 1.80
CHANGE CHURCHILL
CHANGE RACE #4
CHANGE $1 MINIMUM
CHANGE TRIFECTA
RUNNERS
WHEEL/WIN
KEY
BOX
EXPLODE!
1st POSITION
2ndPOSITION
3rdPOSITION
COST OF BET $0.00
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
SELECT ALL RUNNERS
CLEAR RUNNERS
ACCEPT BET
MORE RUNNERS
ADD A BET! $1 EXACTA BOX 1. Reigning Storm 3. Another George
92
START BET AGAIN
PRINT VOUCHER
FINISHED

FIG. 23

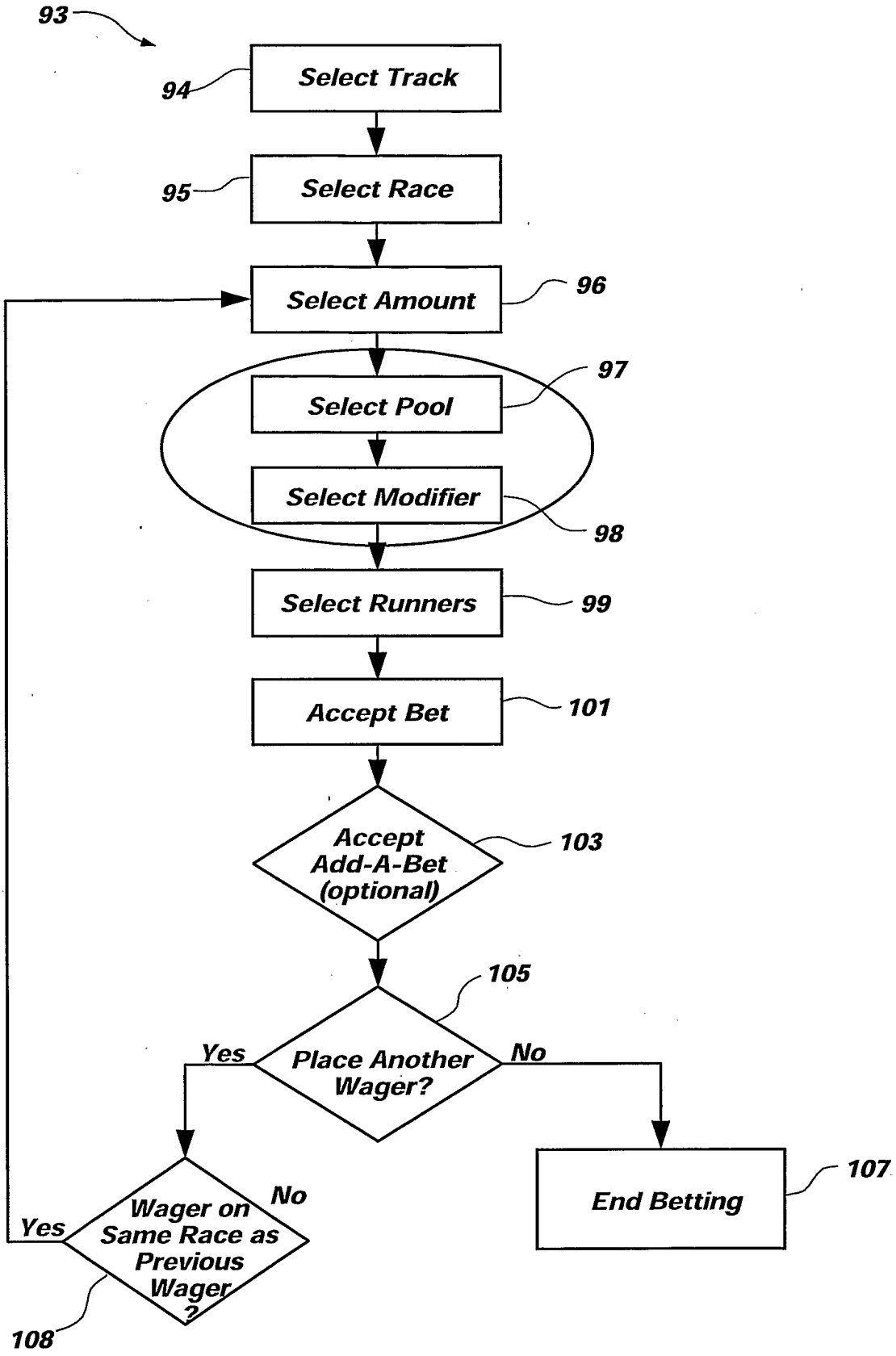
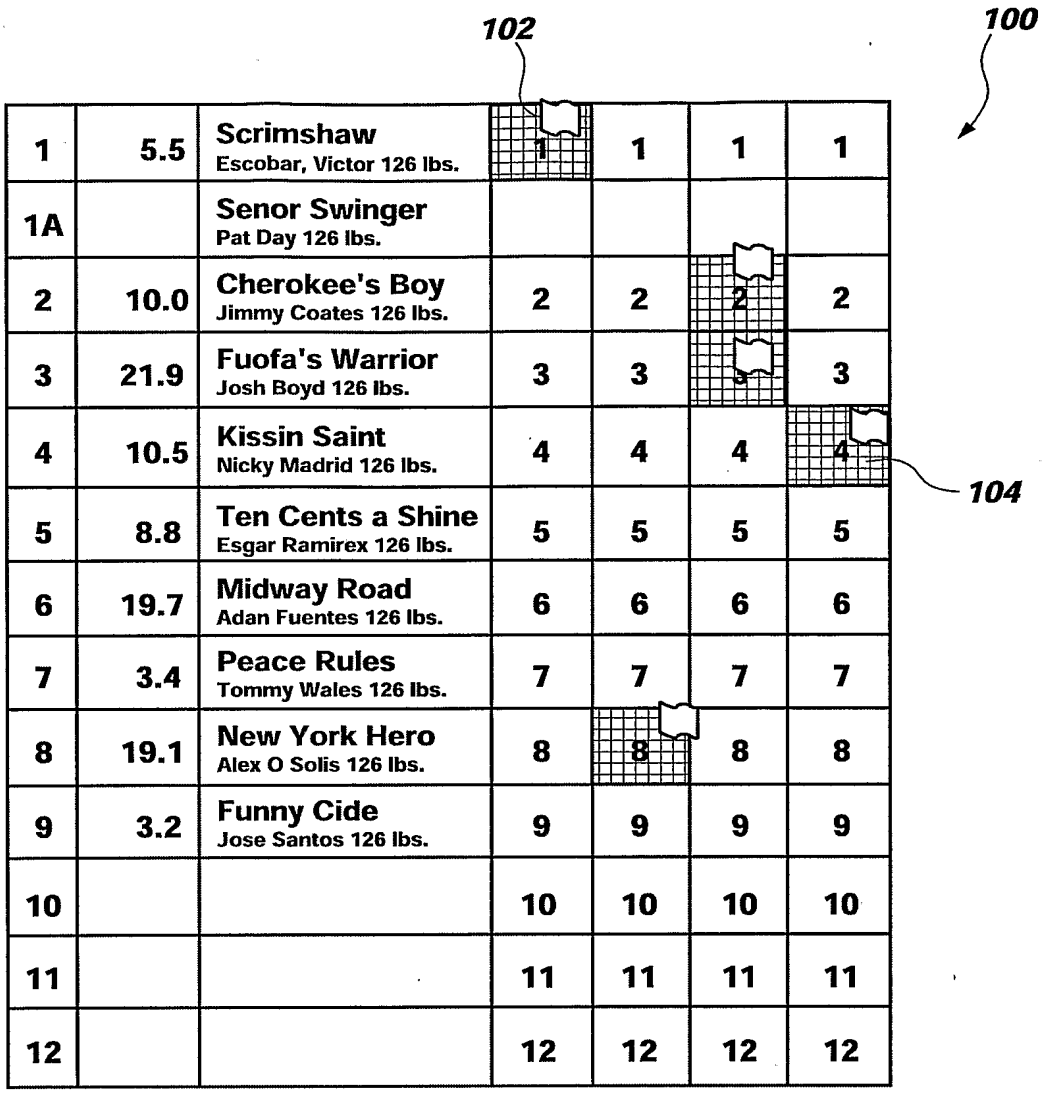

93
94
Select Track
95
Select Race
Select Amount
96
97
Select Pool
Select Modifier
98
Select Runners
99
Accept Bet
101
Accept Add-A-Bet (optional)
103
105
Yes
Place Another Wager?
No
Yes
Wager on Same Race as Previous Wager ?
No
108
End Betting
107

FIG. 24



1	5.5	Scrimshaw Escobar, Victor 126 lbs.	1	1	1	1
1A		Senor Swinger Pat Day 126 lbs.				
2	10.0	Cherokee's Boy Jimmy Coates 126 lbs.	2	2	2	2
3	21.9	Fuofa's Warrior Josh Boyd 126 lbs.	3	3	3	3
4	10.5	Kissin Saint Nicky Madrid 126 lbs.	4	4	4	4
5	8.8	Ten Cents a Shine Esgar Ramirex 126 lbs.	5	5	5	5
6	19.7	Midway Road Adan Fuentes 126 lbs.	6	6	6	6
7	3.4	Peace Rules Tommy Wales 126 lbs.	7	7	7	7
8	19.1	New York Hero Alex O Solis 126 lbs.	8	8	8	8
9	3.2	Funny Cide Jose Santos 126 lbs.	9	9	9	9
10			10	10	10	10
11			11	11	11	11
12			12	12	12	12

FIG. 25

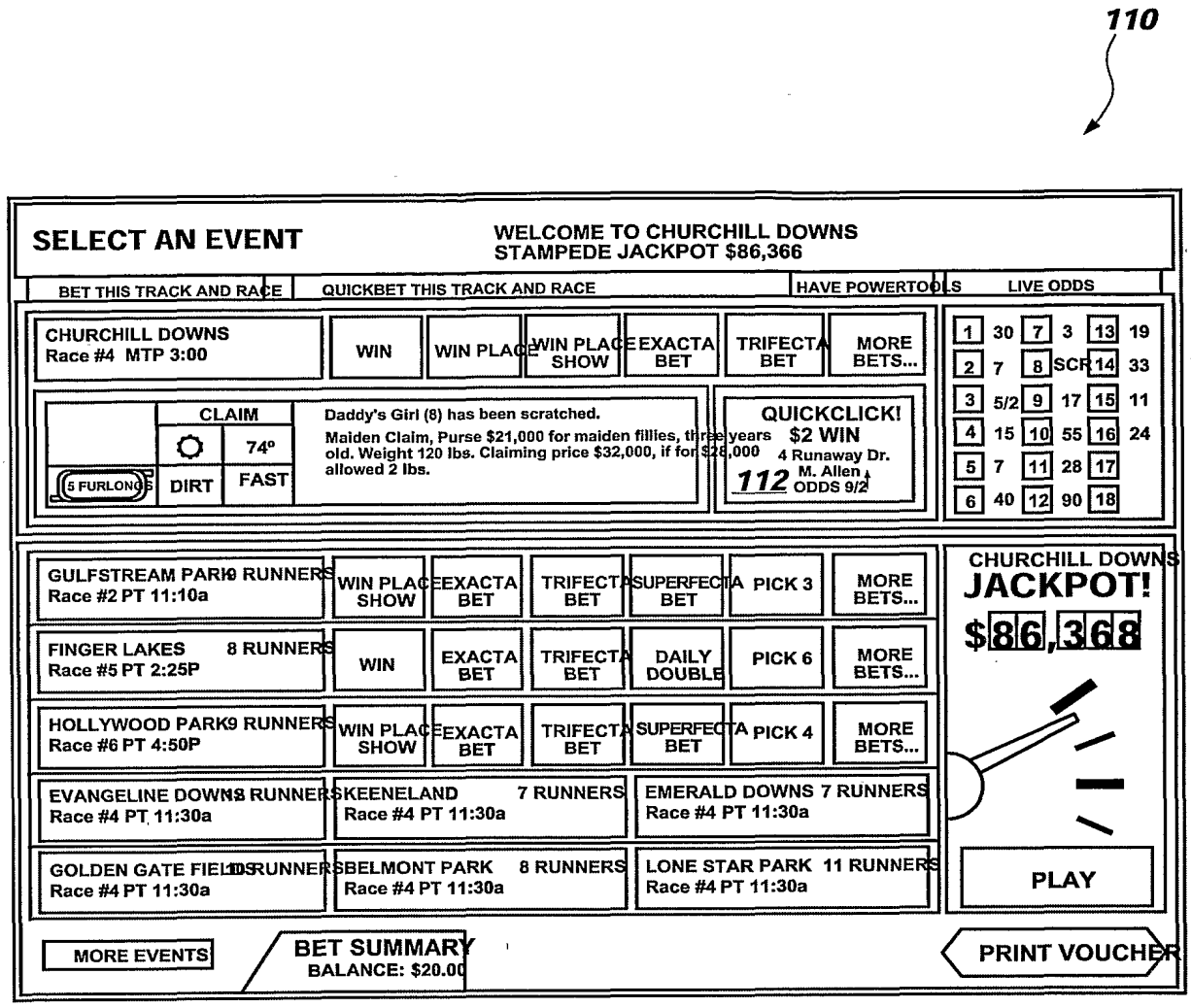

110
SELECT AN EVENT
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $86,366
BET THIS TRACK AND RACE
QUICKBET THIS TRACK AND RACE
HAVE POWERTOOLS
LIVE ODDS
CHURCHILL DOWNS
Race #4 MTP 3:00
WIN
WIN PLACE
WIN PLACE SHOW
EXACTA BET
TRIFECTA BET
MORE BETS...
CLAIM
74°
5 FURLONGS
DIRT
FAST
Daddy's Girl (8) has been scratched.
Maiden Claim, Purse $21,000 for maiden fillies, three years old. Weight 120 lbs. Claiming price $32,000, if for $28,000 allowed 2 lbs.
QUICKCLICK!
$2 WIN
4 Runaway Dr.
112
M. Allen
ODDS 9/2
1 30 7 3 13 19
2 7 8 SCR 14 33
3 5/2 9 17 15 11
4 15 10 55 16 24
5 7 11 28 17
6 40 12 90 18
GULFSTREAM PARK 9 RUNNERS
Race #2 PT 11:10a
WIN PLACE SHOW
EXACTA BET
TRIFECTA BET
SUPERFECTA BET
PICK 3
MORE BETS...
FINGER LAKES 8 RUNNERS
Race #5 PT 2:25P
WIN
EXACTA BET
TRIFECTA BET
DAILY DOUBLE
PICK 6
MORE BETS...
HOLLYWOOD PARK 9 RUNNERS
Race #6 PT 4:50P
WIN PLACE SHOW
EXACTA BET
TRIFECTA BET
SUPERFECTA BET
PICK 4
MORE BETS...
EVANGELINE DOWNS 13 RUNNERS
Race #4 PT 11:30a
KEENELAND 7 RUNNERS
Race #4 PT 11:30a
EMERALD DOWNS 7 RUNNERS
Race #4 PT 11:30a
GOLDEN GATE FIELDS 10 RUNNERS
Race #4 PT 11:30a
BELMONT PARK 8 RUNNERS
Race #4 PT 11:30a
LONE STAR PARK 11 RUNNERS
Race #4 PT 11:30a
CHURCHILL DOWNS
JACKPOT!
$86,368
PLAY
MORE EVENTS
BET SUMMARY
BALANCE: $20.00
PRINT VOUCHER

FIG. 26

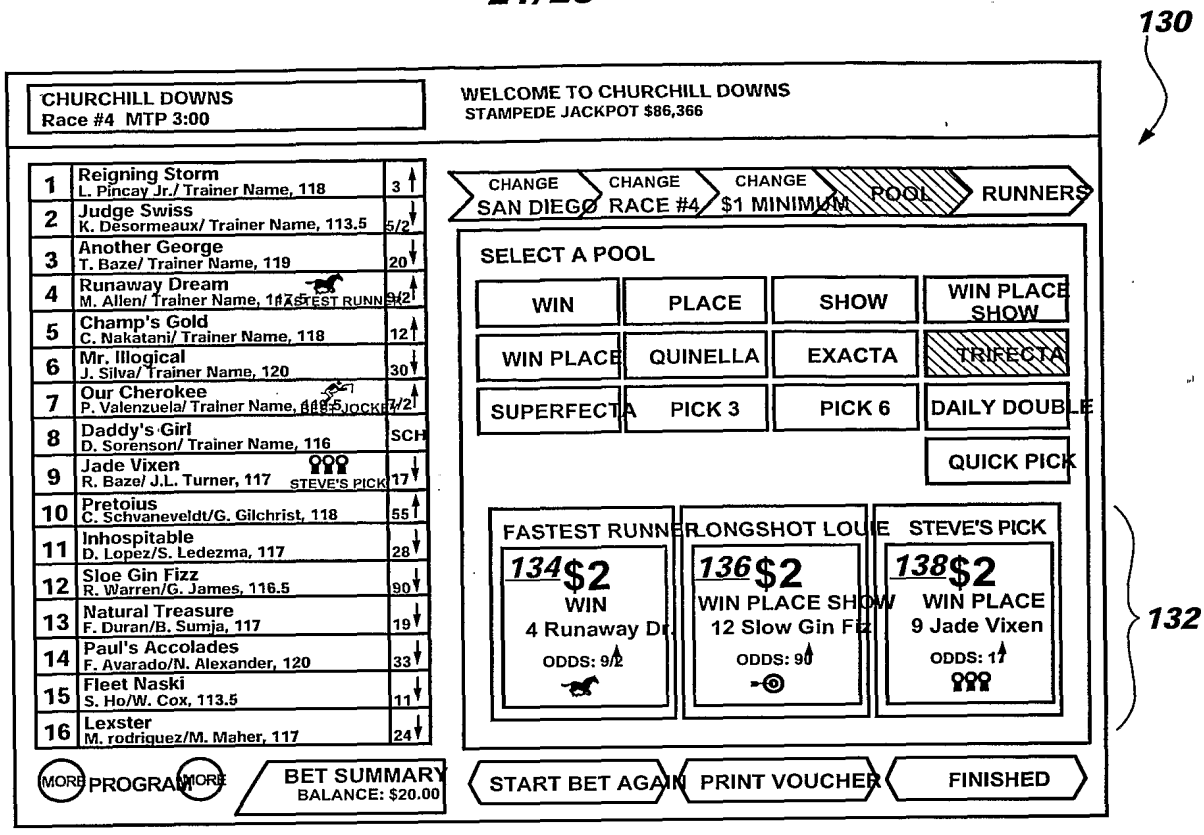

130
CHURCHILL DOWNS
Race #4 MTP 3:00
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $86,366
1 Reigning Storm L. Pincay Jr./ Trainer Name, 118 3
2 Judge Swiss K. Desormeaux/ Trainer Name, 113.5 5/2
3 Another George T. Baze/ Trainer Name, 119 20
4 Runaway Dream M. Allen/ Trainer Name, 117 FASTEST RUNNER 9/2
5 Champ's Gold C. Nakatani/ Trainer Name, 118 12
6 Mr. Illogical J. Silva/ Trainer Name, 120 30
7 Our Cherokee P. Valenzuela/ Trainer Name, 118 BEST JOCKEY 7/2
8 Daddy's Girl D. Sorenson/ Trainer Name, 116 SCH
9 Jade Vixen R. Baze/ J.L. Turner, 117 STEVE'S PICK 17
10 Pretoius C. Schvaneveldt/G. Gilchrist, 118 55
11 Inhospitable D. Lopez/S. Ledezma, 117 28
12 Sloe Gin Fizz R. Warren/G. James, 116.5 90
13 Natural Treasure F. Duran/B. Sumja, 117 19
14 Paul's Accolades F. Avarado/N. Alexander, 120 33
15 Fleet Naski S. Ho/W. Cox, 113.5 11
16 Lexster M. rodriguez/M. Maher, 117 24
MORE PROGRAM MORE
BET SUMMARY
BALANCE: $20.00
CHANGE SAN DIEGO
CHANGE RACE #4
CHANGE $1 MINIMUM
POOL
RUNNERS
SELECT A POOL
WIN
PLACE
SHOW
WIN PLACE SHOW
WIN PLACE
QUINELLA
EXACTA
TRIFECTA
SUPERFECTA
PICK 3
PICK 6
DAILY DOUBLE
QUICK PICK
FASTEST RUNNER
134 $2 WIN
4 Runaway Dr
ODDS: 9/2
LONGSHOT LOUIE
136 $2 WIN PLACE SHOW
12 Slow Gin Fiz
ODDS: 90
STEVE'S PICK
138 $2 WIN PLACE
9 Jade Vixen
ODDS: 17
132
START BET AGAIN
PRINT VOUCHER
FINISHED

FIG. 27

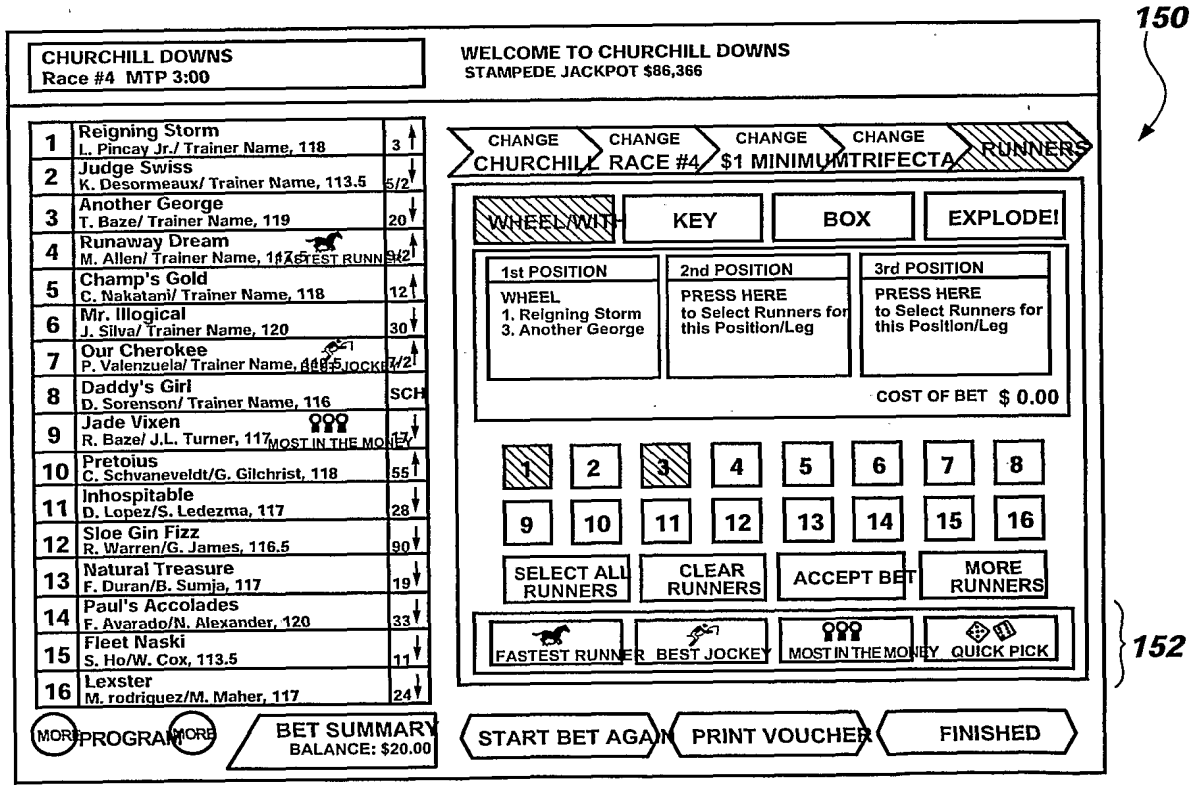

150
CHURCHILL DOWNS
Race #4 MTP 3:00
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $86,366
1 Reigning Storm L. Pincay Jr./ Trainer Name, 118 3
2 Judge Swiss K. Desormeaux/ Trainer Name, 113.5 5/2
3 Another George T. Baze/ Trainer Name, 119 20
4 Runaway Dream M. Allen/ Trainer Name, 117 FASTEST RUNNER 9/2
5 Champ's Gold C. Nakatani/ Trainer Name, 118 12
6 Mr. Illogical J. Silva/ Trainer Name, 120 30
7 Our Cherokee P. Valenzuela/ Trainer Name, 118 BEST JOCKEY 7/2
8 Daddy's Girl D. Sorenson/ Trainer Name, 116 SCH
9 Jade Vixen R. Baze/ J.L. Turner, 117 MOST IN THE MONEY 17
10 Pretoius C. Schvaneveldt/G. Gilchrist, 118 55
11 Inhospitable D. Lopez/S. Ledezma, 117 28
12 Sloe Gin Fizz R. Warren/G. James, 116.5 90
13 Natural Treasure F. Duran/B. Sumja, 117 19
14 Paul's Accolades F. Avarado/N. Alexander, 120 33
15 Fleet Naski S. Ho/W. Cox, 113.5 11
16 Lexster M. rodriguez/M. Maher, 117 24
MORE PROGRAM MORE
BET SUMMARY
BALANCE: $20.00
CHANGE CHURCHILL
CHANGE RACE #4
CHANGE $1 MINIMUM
CHANGE TRIFECTA
RUNNERS
WHEEL WITH
KEY
BOX
EXPLODE!
1st POSITION
WHEEL
1. Reigning Storm
3. Another George
2nd POSITION
PRESS HERE
to Select Runners for this Position/Leg
3rd POSITION
PRESS HERE
to Select Runners for this Position/Leg
COST OF BET $ 0.00
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
SELECT ALL RUNNERS
CLEAR RUNNERS
ACCEPT BET
MORE RUNNERS
FASTEST RUNNER
BEST JOCKEY
MOST IN THE MONEY
QUICK PICK
152
START BET AGAIN
PRINT VOUCHER
FINISHED

FIG. 28

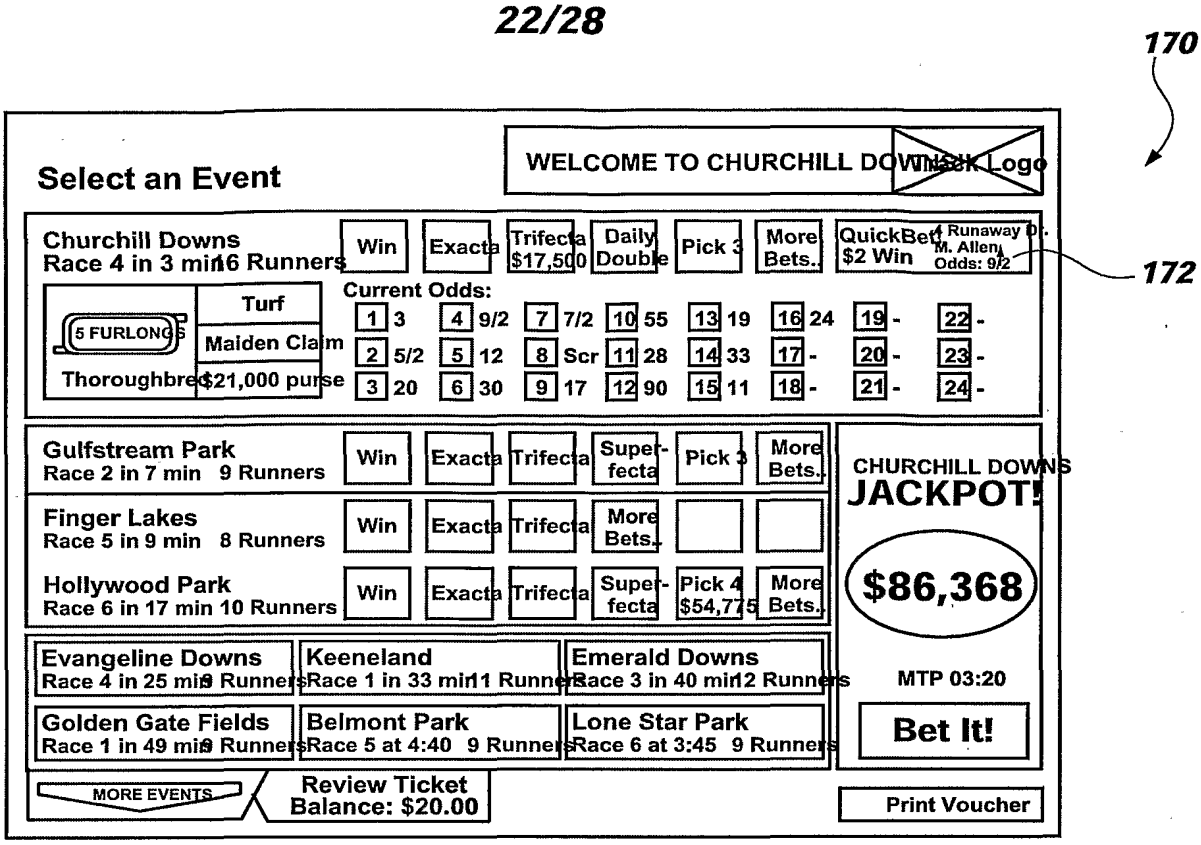

170
Select an Event
WELCOME TO CHURCHILL DOWNS
Mark Logo
Churchill Downs
Race 4 in 3 min 16 Runners
Win
Exacta
Trifecta $17,500
Daily Double
Pick 3
More Bets..
QuickBet $2 Win
4 Runaway D.
M. Allen
Odds: 9/2
172
5 FURLONGS
Turf
Maiden Claim
Thoroughbred $21,000 purse
Current Odds:
1 3 4 9/2 7 7/2 10 55 13 19 16 24 19 - 22 -
2 5/2 5 12 8 Scr 11 28 14 33 17 - 20 - 23 -
3 20 6 30 9 17 12 90 15 11 18 - 21 - 24 -
Gulfstream Park
Race 2 in 7 min 9 Runners
Win
Exacta
Trifecta
Super-fecta
Pick 3
More Bets..
Finger Lakes
Race 5 in 9 min 8 Runners
Win
Exacta
Trifecta
More Bets..
Hollywood Park
Race 6 in 17 min 10 Runners
Win
Exacta
Trifecta
Super-fecta
Pick 4 $54,775
More Bets..
CHURCHILL DOWNS
JACKPOT!
$86,368
MTP 03:20
Bet It!
Evangeline Downs
Race 4 in 25 min 9 Runners
Keeneland
Race 1 in 33 min 11 Runners
Emerald Downs
Race 3 in 40 min 12 Runners
Golden Gate Fields
Race 1 in 49 min 9 Runners
Belmont Park
Race 5 at 4:40 9 Runners
Lone Star Park
Race 6 at 3:45 9 Runners
MORE EVENTS
Review Ticket
Balance: $20.00
Print Voucher

FIG. 29

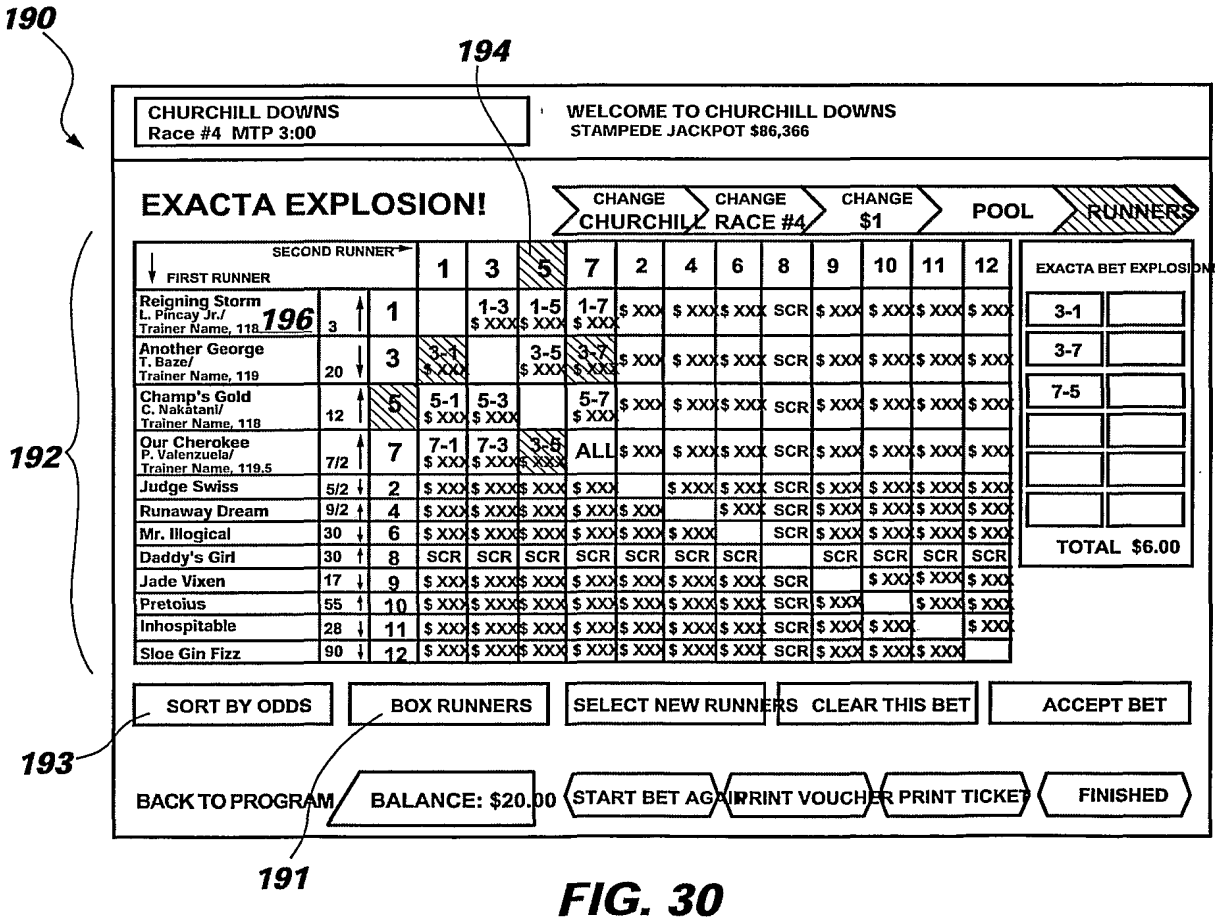

190
194
CHURCHILL DOWNS
Race #4 MTP 3:00
WELCOME TO CHURCHILL DOWNS
STAMPEDE JACKPOT $86,366
EXACTA EXPLOSION!
CHANGE CHURCHILL
CHANGE RACE #4
CHANGE $1
POOL
RUNNERS
SECOND RUNNER
FIRST RUNNER
1 3 5 7 2 4 6 8 9 10 11 12
Reigning Storm L. Pincay Jr./ Trainer Name, 118 196 3 1
Another George T. Baze/ Trainer Name, 119 20 3
Champ's Gold C. Nakatani/ Trainer Name, 118 12 5
Our Cherokee P. Valenzuela/ Trainer Name, 119.5 7/2 7
Judge Swiss 5/2 2
Runaway Dream 9/2 4
Mr. Illogical 30 6
Daddy's Girl 30 8
Jade Vixen 17 9
Pretoius 55 10
Inhospitable 28 11
Sloe Gin Fizz 90 12
192
EXACTA BET EXPLOSION
3-1
3-7
7-5
TOTAL $6.00
SORT BY ODDS
BOX RUNNERS
SELECT NEW RUNNERS
CLEAR THIS BET
ACCEPT BET
193
BACK TO PROGRAM
BALANCE: $20.00
START BET AGAIN
PRINT VOUCHER
PRINT TICKET
FINISHED
191

FIG. 30

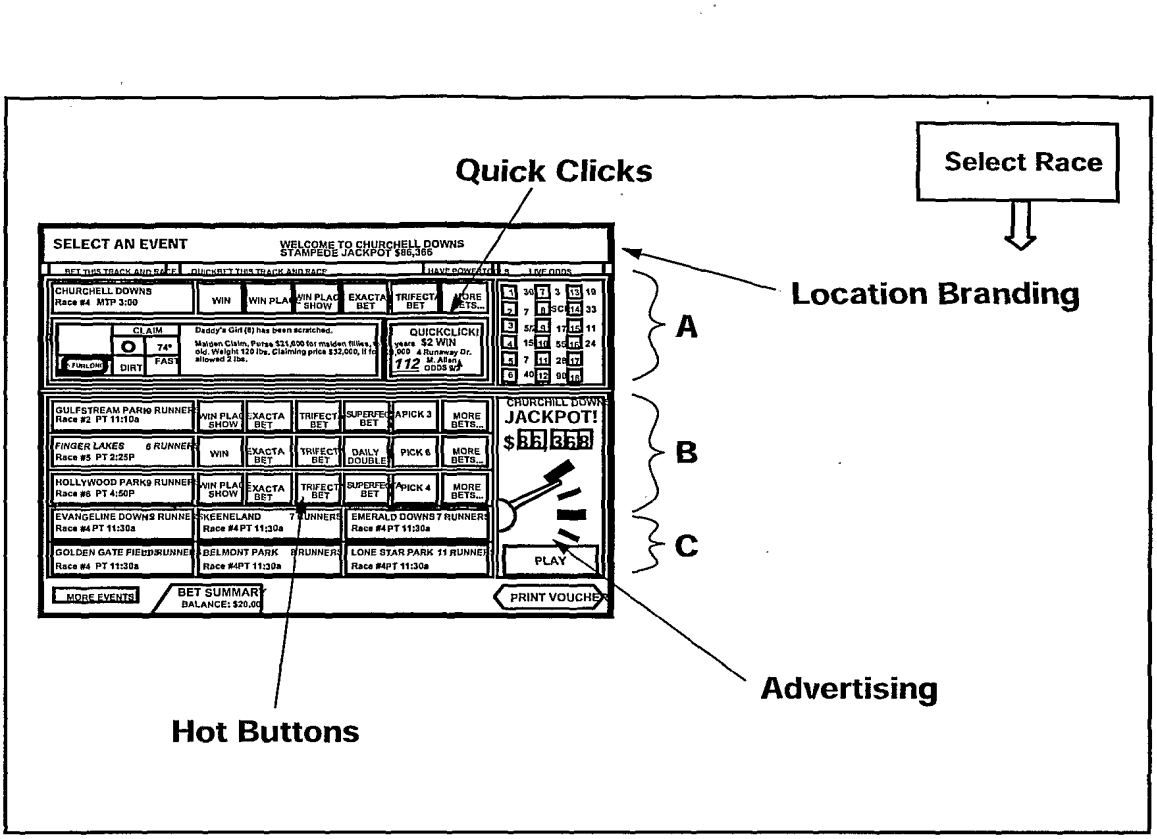


FIG. 31

Track Name	LeapFrogUp MTP	Area A Eligible	Area B Eligible	Area C Eligible
Arlington Park	5	☑	☑	☑
Belmont Park	5	☐	☑	☑
Churchill Downs	10	☑	☑	☑
Hollywood Park	5	☑	☑	☑
Calder Race Course	5	☑	☐	☑
Thistle/River Downs	0	☐	☑	☑
Monmouth	0	☐	☑	☑
Woodbine	0	☐	☐	☑

FIG. 32

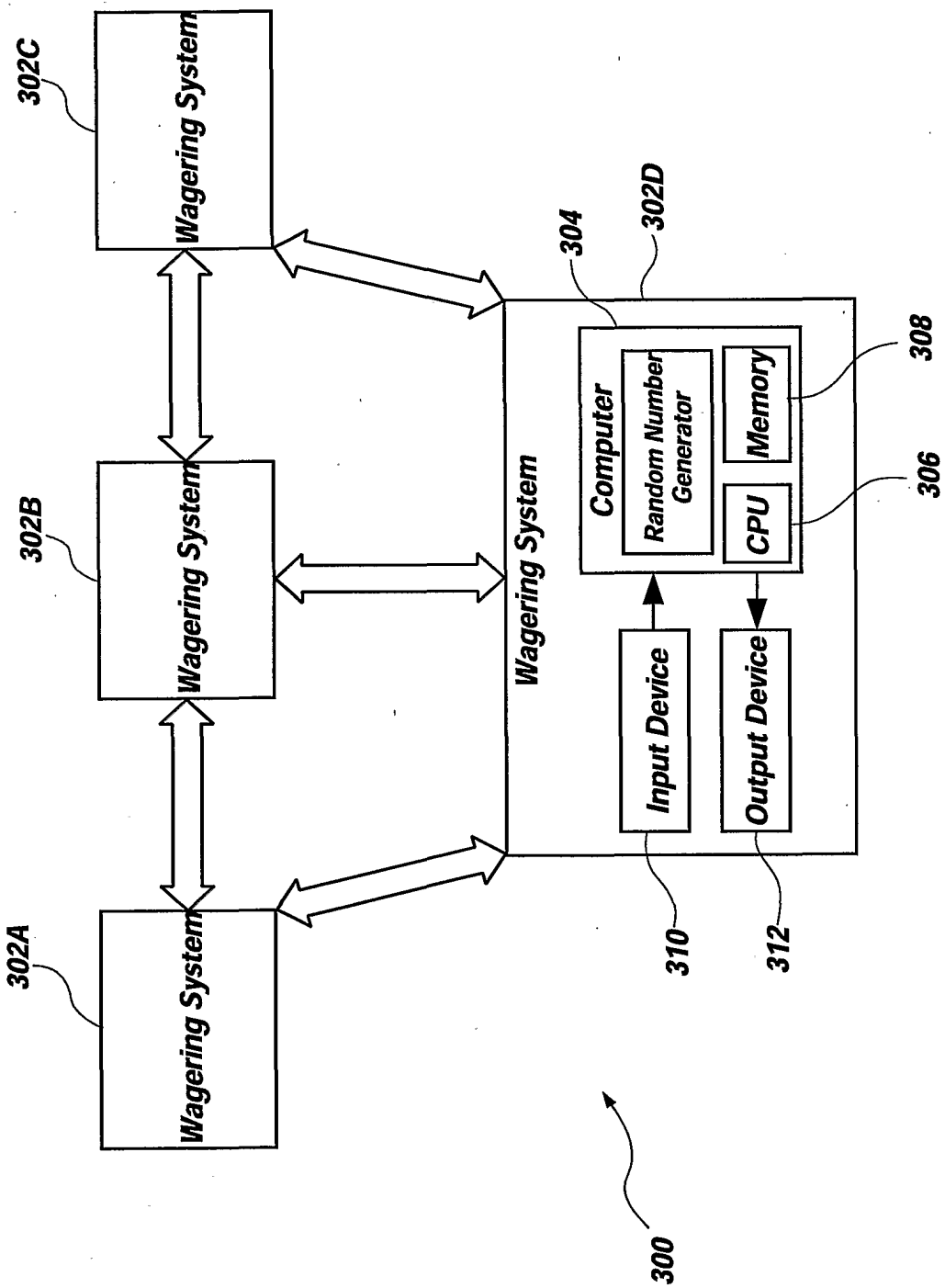

302C
Wagering System
302B
Wagering System
302A
Wagering System
304
302D
Wagering System
Computer
Random Number Generator
Memory
CPU
308
306
Input Device
Output Device
310
312
300

FIG. 33

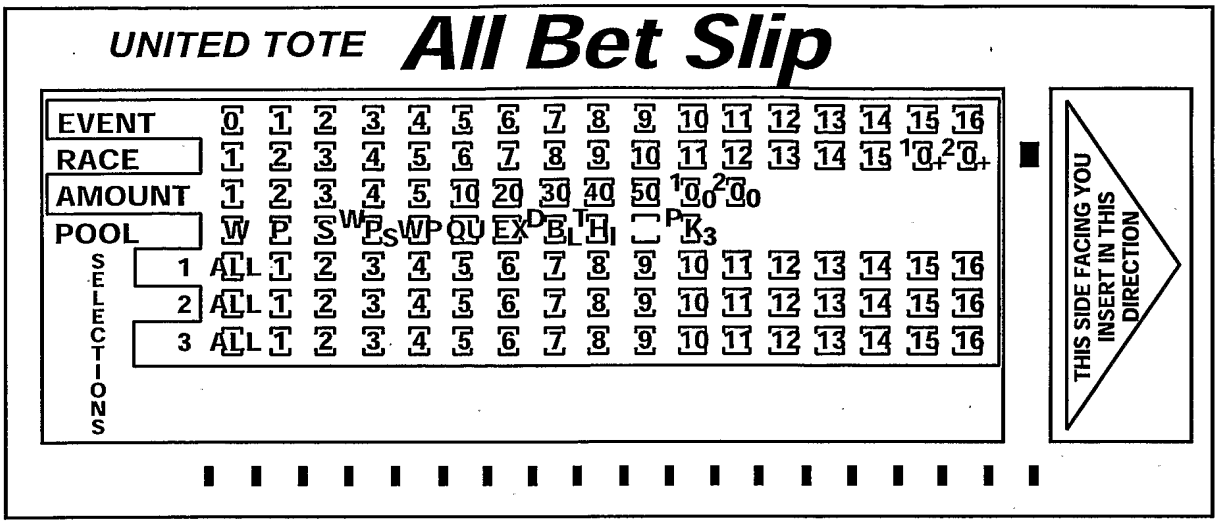

UNITED TOTE
All Bet Slip
EVENT
RACE
AMOUNT
POOL
SELECTIONS
1
2
3
ALL
THIS SIDE FACING YOU
INSERT IN THIS
DIRECTION

FIG. 34

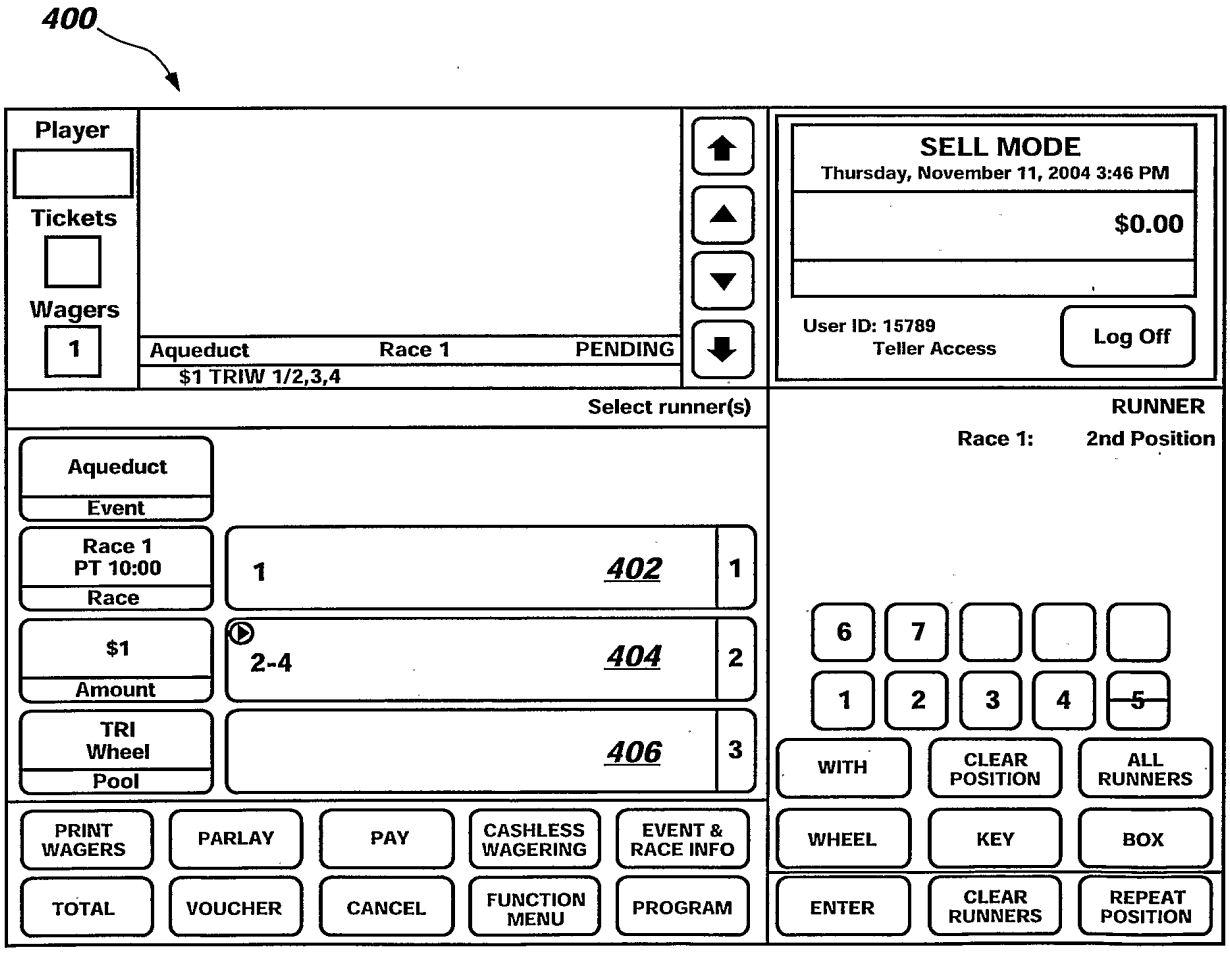

400
Player
Tickets
Wagers
1
Aqueduct
Race 1
PENDING
$1 TRIW 1/2,3,4
SELL MODE
Thursday, November 11, 2004 3:46 PM
$0.00
User ID: 15789
Teller Access
Log Off
Select runner(s)
RUNNER
Race 1:
2nd Position
Aqueduct
Event
Race 1
PT 10:00
Race
$1
Amount
TRI
Wheel
Pool
1
402
2-4
404
406
6
7
1
2
3
4
5
WITH
CLEAR POSITION
ALL RUNNERS
WHEEL
KEY
BOX
ENTER
CLEAR RUNNERS
REPEAT POSITION
PRINT WAGERS
PARLAY
PAY
CASHLESS WAGERING
EVENT & RACE INFO
TOTAL
VOUCHER
CANCEL
FUNCTION MENU
PROGRAM

FIG. 35

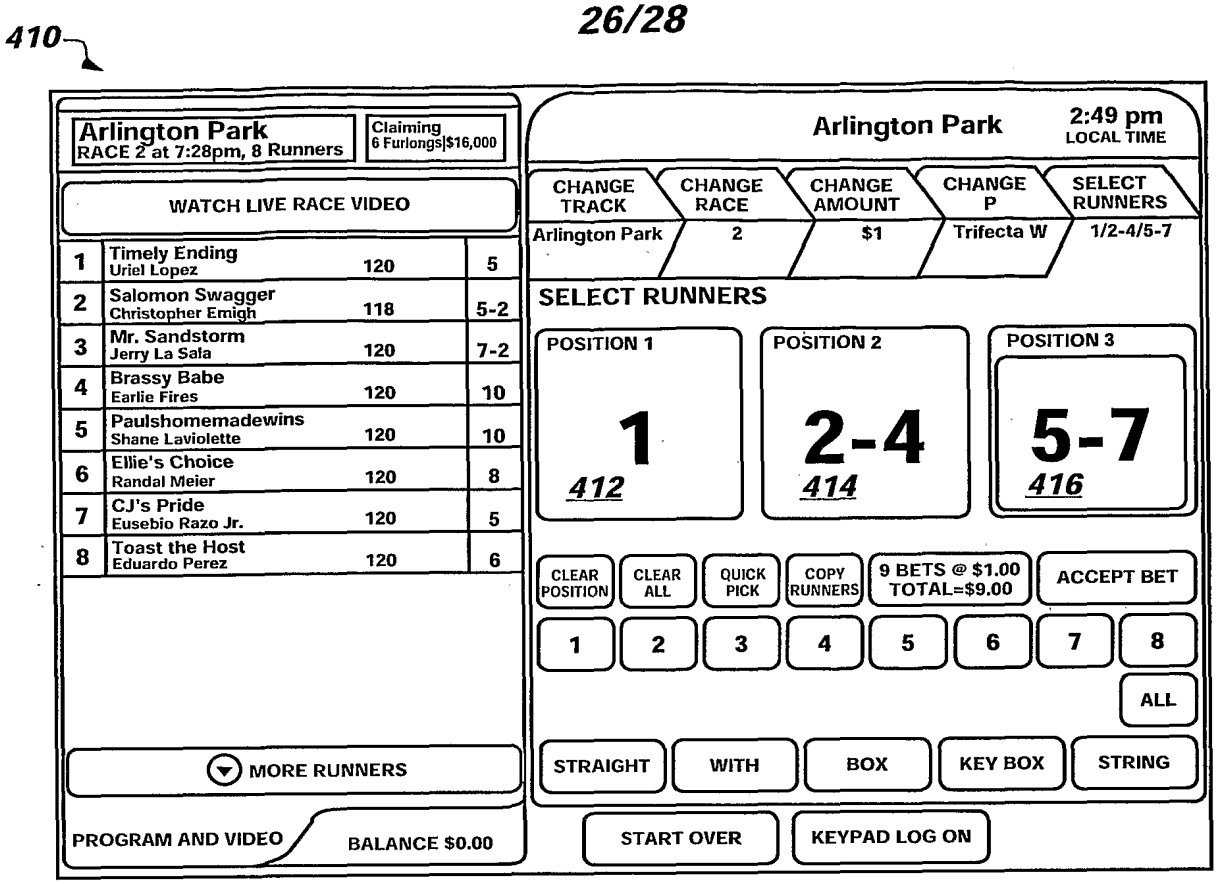

410
Arlington Park
RACE 2 at 7:28pm, 8 Runners
Claiming
6 Furlongs|$16,000
WATCH LIVE RACE VIDEO
1 Timely Ending Uriel Lopez 120 5
2 Salomon Swagger Christopher Emigh 118 5-2
3 Mr. Sandstorm Jerry La Sala 120 7-2
4 Brassy Babe Earlie Fires 120 10
5 Paulshomemadewins Shane Laviolette 120 10
6 Ellie's Choice Randal Meier 120 8
7 CJ's Pride Eusebio Razo Jr. 120 5
8 Toast the Host Eduardo Perez 120 6
MORE RUNNERS
PROGRAM AND VIDEO
BALANCE $0.00
Arlington Park
2:49 pm
LOCAL TIME
CHANGE TRACK
CHANGE RACE
CHANGE AMOUNT
CHANGE P
SELECT RUNNERS
Arlington Park
2
$1
Trifecta W
1/2-4/5-7
SELECT RUNNERS
POSITION 1
1
412
POSITION 2
2-4
414
POSITION 3
5-7
416
CLEAR POSITION
CLEAR ALL
QUICK PICK
COPY RUNNERS
9 BETS @ $1.00 TOTAL=$9.00
ACCEPT BET
1 2 3 4 5 6 7 8
ALL
STRAIGHT
WITH
BOX
KEY BOX
STRING
START OVER
KEYPAD LOG ON

FIG. 36

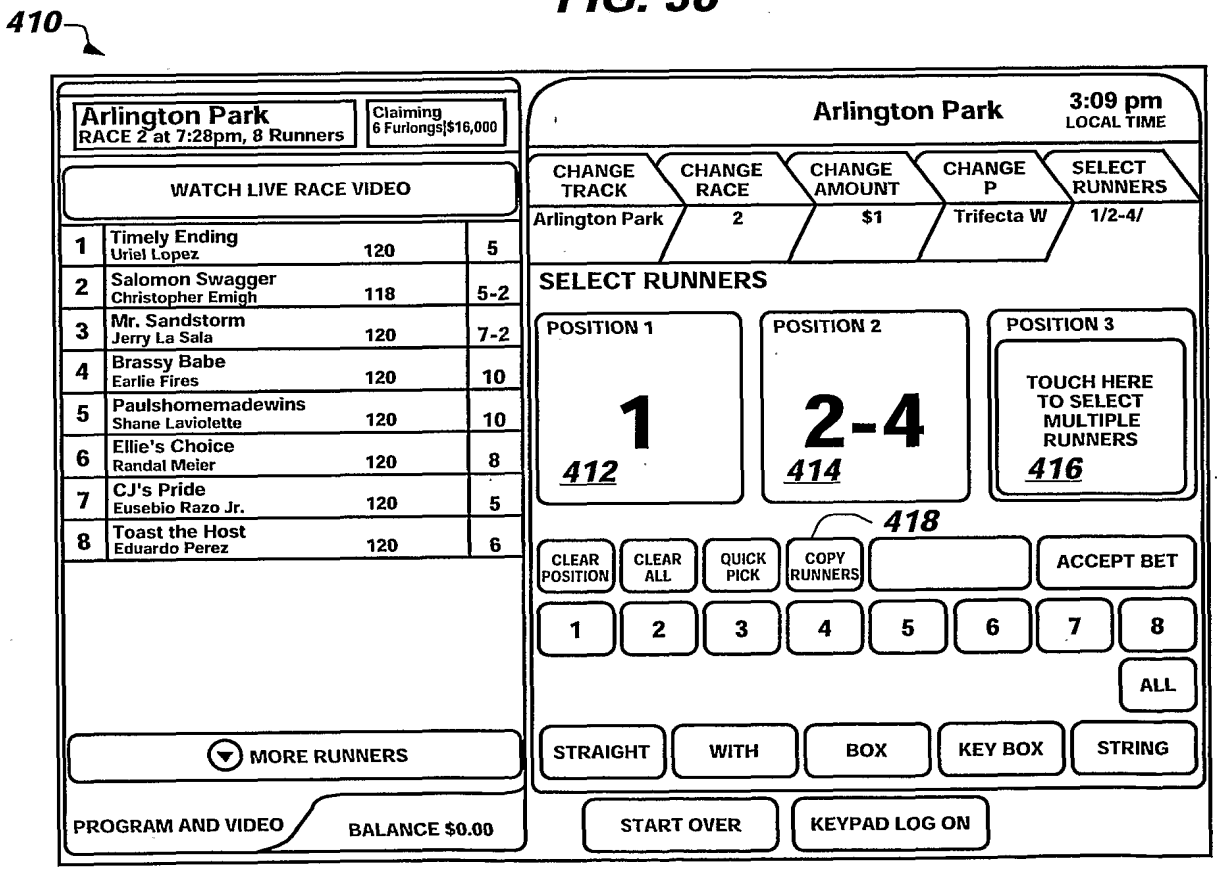

410
Arlington Park
RACE 2 at 7:28pm, 8 Runners
Claiming
6 Furlongs|$16,000
WATCH LIVE RACE VIDEO
1 Timely Ending Uriel Lopez 120 5
2 Salomon Swagger Christopher Emigh 118 5-2
3 Mr. Sandstorm Jerry La Sala 120 7-2
4 Brassy Babe Earlie Fires 120 10
5 Paulshomemadewins Shane Laviolette 120 10
6 Ellie's Choice Randal Meier 120 8
7 CJ's Pride Eusebio Razo Jr. 120 5
8 Toast the Host Eduardo Perez 120 6
MORE RUNNERS
PROGRAM AND VIDEO
BALANCE $0.00
Arlington Park
3:09 pm
LOCAL TIME
CHANGE TRACK
CHANGE RACE
CHANGE AMOUNT
CHANGE P
SELECT RUNNERS
Arlington Park
2
$1
Trifecta W
1/2-4/
SELECT RUNNERS
POSITION 1
1
412
POSITION 2
2-4
414
POSITION 3
TOUCH HERE TO SELECT MULTIPLE RUNNERS
416
418
CLEAR POSITION
CLEAR ALL
QUICK PICK
COPY RUNNERS
ACCEPT BET
1 2 3 4 5 6 7 8
ALL
STRAIGHT
WITH
BOX
KEY BOX
STRING
START OVER
KEYPAD LOG ON

FIG. 37

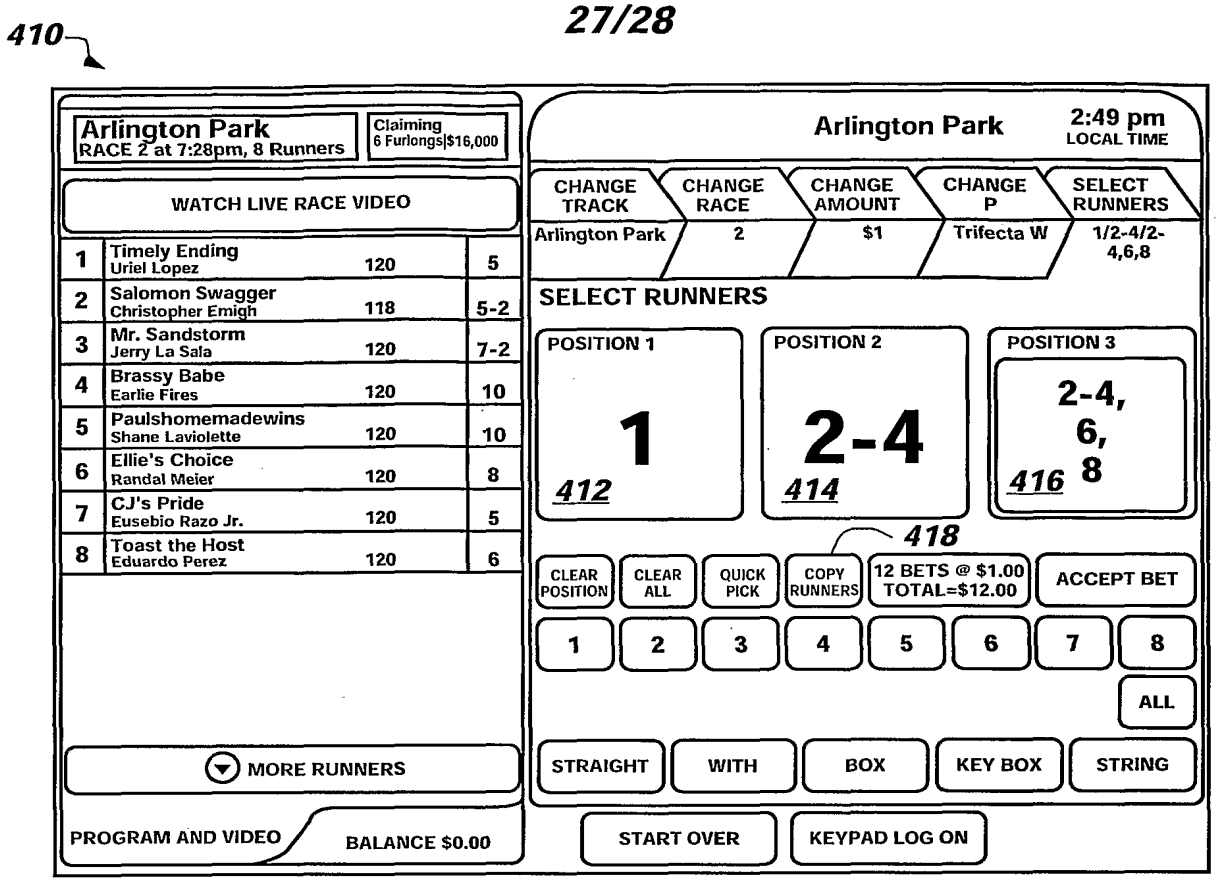

410
Arlington Park
RACE 2 at 7:28pm, 8 Runners
Claiming
6 Furlongs|$16,000
WATCH LIVE RACE VIDEO
1 Timely Ending Uriel Lopez 120 5
2 Salomon Swagger Christopher Emigh 118 5-2
3 Mr. Sandstorm Jerry La Sala 120 7-2
4 Brassy Babe Earlie Fires 120 10
5 Paulshomemadewins Shane Laviolette 120 10
6 Ellie's Choice Randal Meier 120 8
7 CJ's Pride Eusebio Razo Jr. 120 5
8 Toast the Host Eduardo Perez 120 6
MORE RUNNERS
PROGRAM AND VIDEO
BALANCE $0.00
Arlington Park
2:49 pm
LOCAL TIME
CHANGE TRACK
CHANGE RACE
CHANGE AMOUNT
CHANGE P
SELECT RUNNERS
Arlington Park
2
$1
Trifecta W
1/2-4/2-4,6,8
SELECT RUNNERS
POSITION 1
1
412
POSITION 2
2-4
414
POSITION 3
2-4, 6, 8
416
418
CLEAR POSITION
CLEAR ALL
QUICK PICK
COPY RUNNERS
12 BETS @ $1.00 TOTAL=$12.00
ACCEPT BET
1 2 3 4 5 6 7 8
ALL
STRAIGHT
WITH
BOX
KEY BOX
STRING
START OVER
KEYPAD LOG ON

FIG. 38

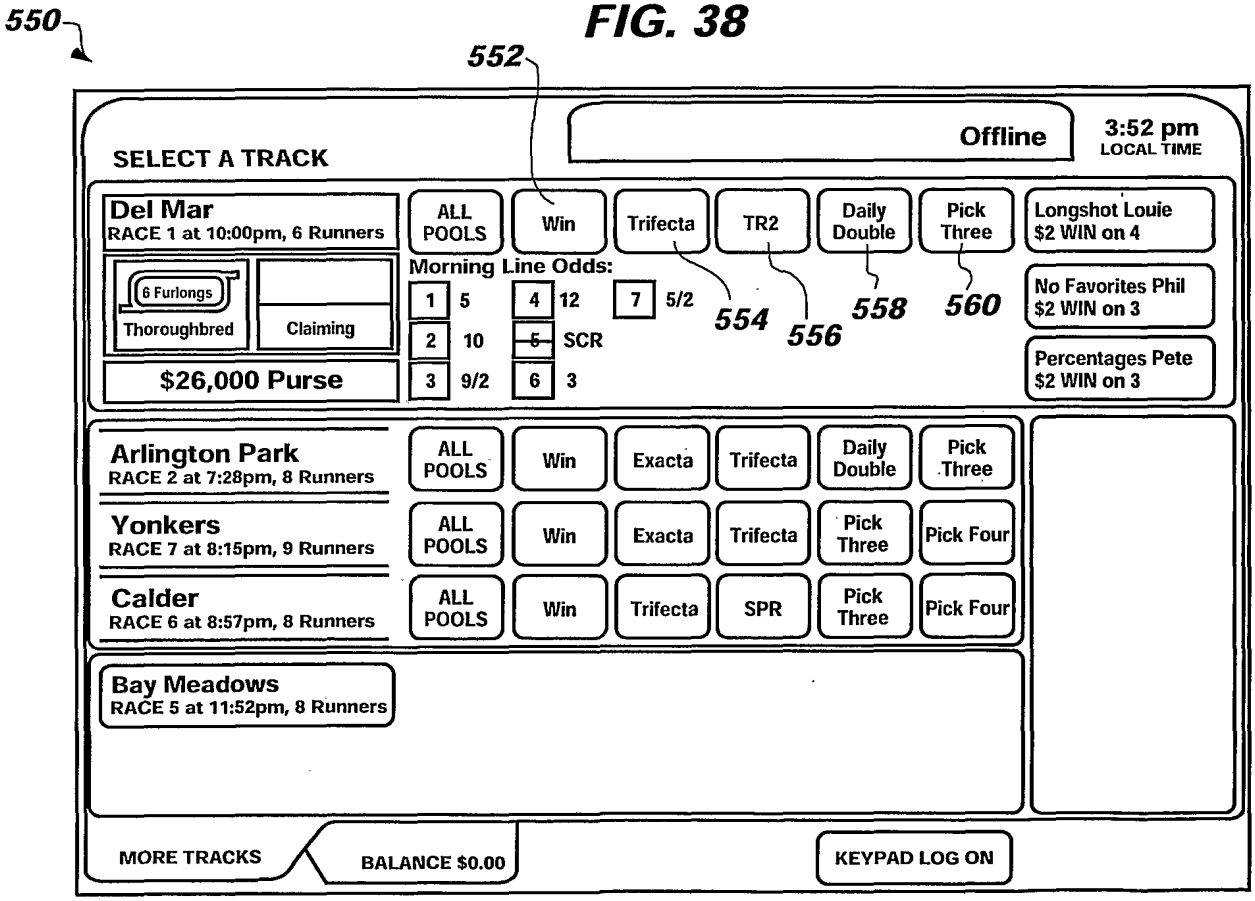

550
552
SELECT A TRACK
Offline
3:52 pm
LOCAL TIME
Del Mar
RACE 1 at 10:00pm, 6 Runners
6 Furlongs
Thoroughbred
Claiming
$26,000 Purse
ALL POOLS
Win
Trifecta
TR2
Daily Double
Pick Three
Morning Line Odds:
1 5
2 10
3 9/2
4 12
5 SCR
6 3
7 5/2
554
556
558
560
Longshot Louie $2 WIN on 4
No Favorites Phil $2 WIN on 3
Percentages Pete $2 WIN on 3
Arlington Park
RACE 2 at 7:28pm, 8 Runners
ALL POOLS
Win
Exacta
Trifecta
Daily Double
Pick Three
Yonkers
RACE 7 at 8:15pm, 9 Runners
ALL POOLS
Win
Exacta
Trifecta
Pick Three
Pick Four
Calder
RACE 6 at 8:57pm, 8 Runners
ALL POOLS
Win
Trifecta
SPR
Pick Three
Pick Four
Bay Meadows
RACE 5 at 11:52pm, 8 Runners
MORE TRACKS
BALANCE $0.00
KEYPAD LOG ON

FIG. 39

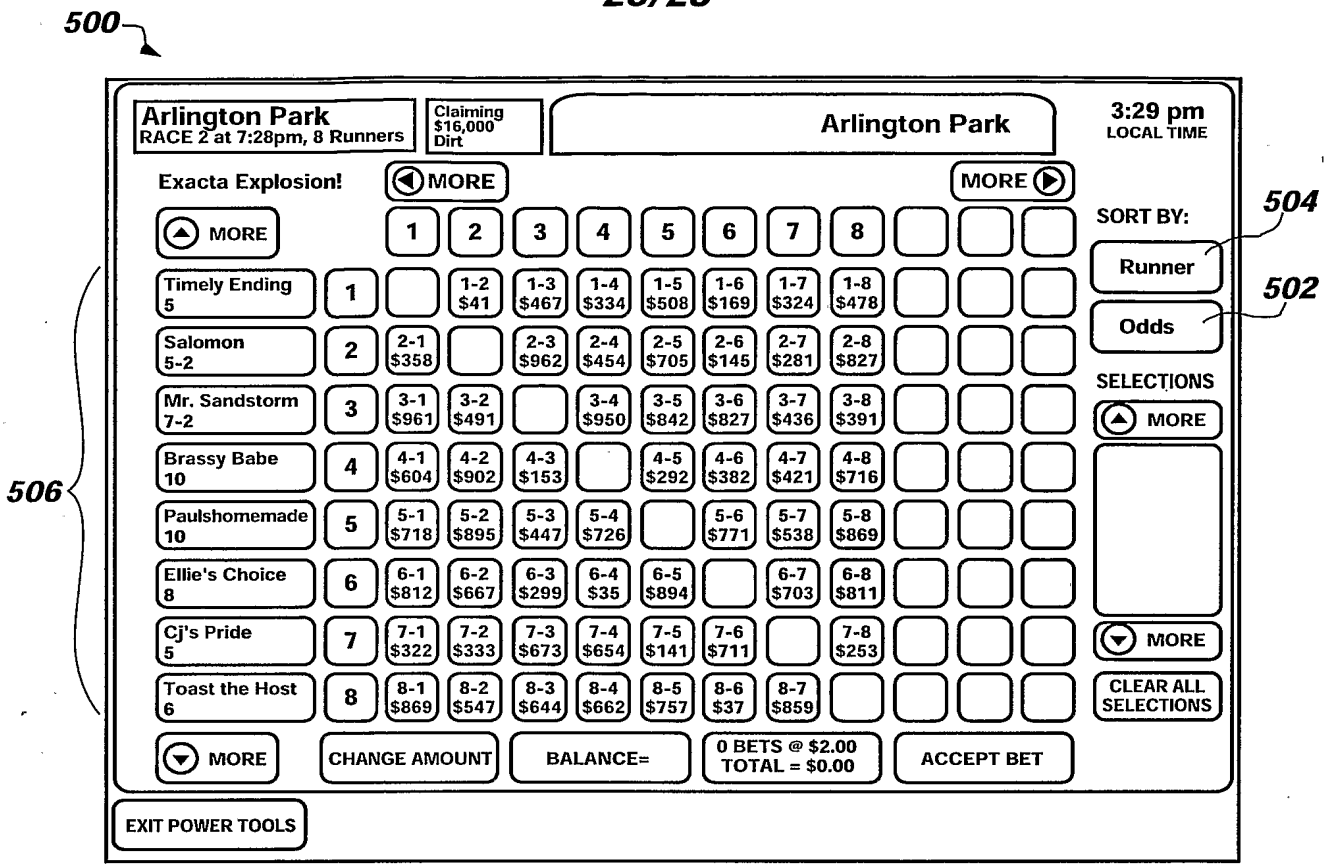

500
Arlington Park
RACE 2 at 7:28pm, 8 Runners
Claiming $16,000 Dirt
Arlington Park
3:29 pm LOCAL TIME
Exacta Explosion!
MORE
MORE
SORT BY:
504
Runner
502
Odds
SELECTIONS
MORE
MORE
CLEAR ALL SELECTIONS
506
Timely Ending 5
Salomon 5-2
Mr. Sandstorm 7-2
Brassy Babe 10
Paulshomemade 10
Ellie's Choice 8
Cj's Pride 5
Toast the Host 6
CHANGE AMOUNT
BALANCE=
0 BETS @ $2.00 TOTAL = $0.00
ACCEPT BET
EXIT POWER TOOLS

FIG. 40

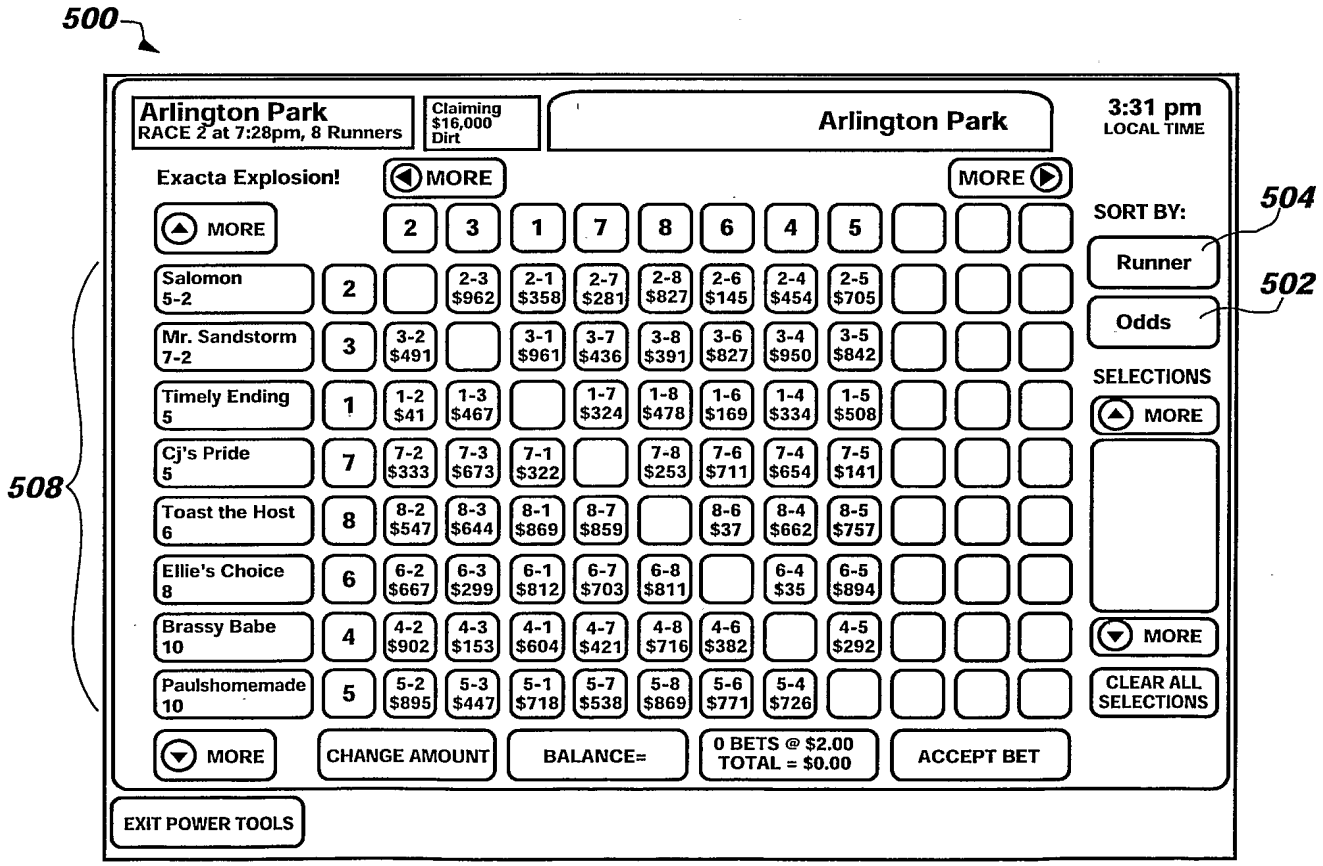

500
Arlington Park
RACE 2 at 7:28pm, 8 Runners
Claiming $16,000 Dirt
Arlington Park
3:31 pm LOCAL TIME
Exacta Explosion!
MORE
MORE
SORT BY:
504
Runner
502
Odds
SELECTIONS
MORE
MORE
CLEAR ALL SELECTIONS
508
Salomon 5-2
Mr. Sandstorm 7-2
Timely Ending 5
Cj's Pride 5
Toast the Host 6
Ellie's Choice 8
Brassy Babe 10
Paulshomemade 10
CHANGE AMOUNT
BALANCE=
0 BETS @ $2.00 TOTAL = $0.00
ACCEPT BET
EXIT POWER TOOLS

FIG. 41